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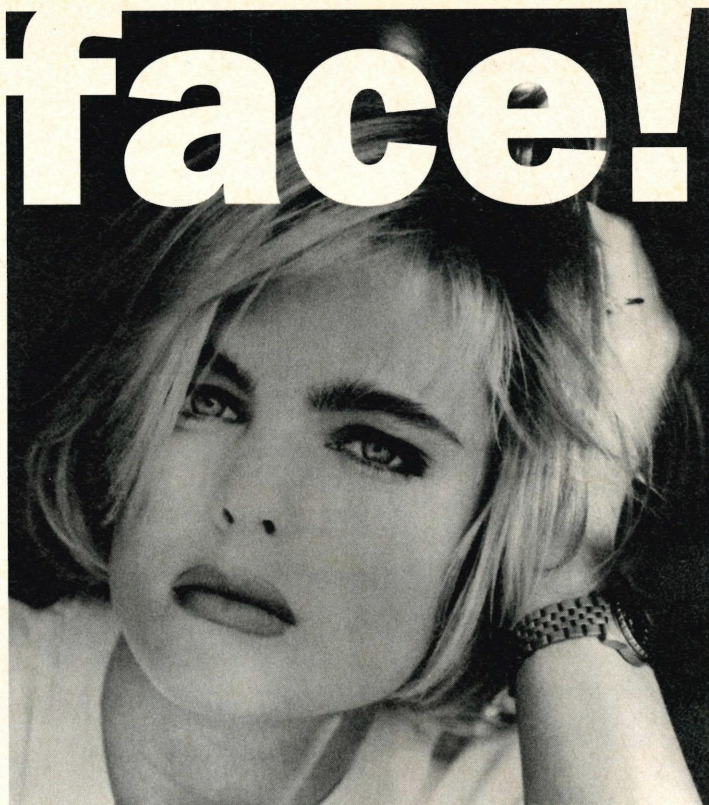
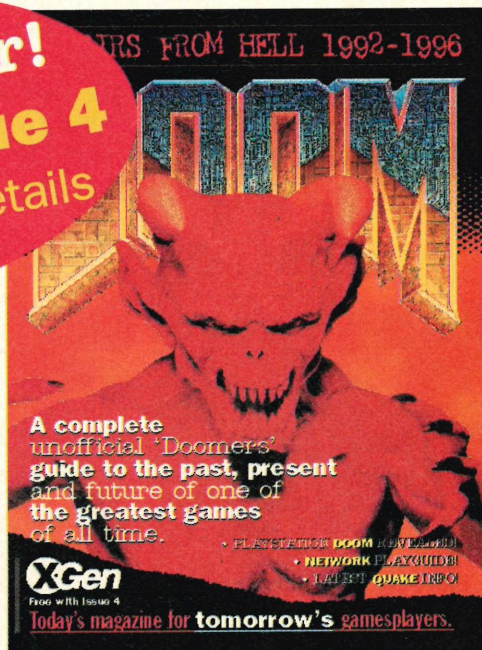


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STREET CON



ou lot again, eh. It's been all change this month I tell you. Not only do we have a new man on the team in Dino Boni, but we've also gone for something of a redesign. Nothing drastic but we think it makes a nice change. After 17 issues we figured a slightly more visual experience was required to bring CD32 Gamer into the latter half of the 90s.

So what else has happened? *Worms* and the infuriatingly elusive *AB3D* have finally been tied down (sport) and well 'n truly reviewed. We should have demos of both for next month but I wouldn't want to promise anything just yet. You know how it is.

And of course there's yet more *Super Street Fighter* coming your way from Gametek only this one looks like it could be almost arcade perfect in look as well as playability!

All this of course bodes well for the future. Big developers like Gametek and US Gold are showing their faith in the format and with Team 17 now going through software giants Ocean that could precipitate still more support from one of the biggest names in the industry over the last 10 years who've largely ignored the Amiga in recent times. Anyway that's my monthly rose-tinted spec bit done so tuck in to the rest of the mag.

❑ Miles Guttery



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news.....06

What's going on in the CD32 and Games universe? Before you all cry "Not a lot, mate!", try reading these pages first!

previews.....08

What's coming up for the CD32 in the near future? We give you a brief glimpse of some new games coming your way soon.

features.....18

The best of CD32 beat-'em-ups go up against each other, and the ACG crew give you the lowdown on each, as well as our usual look at the never-ending supply of CDTV and PD titles you can use on your CD32.



reviews.....26

Okay, so the CD32 software library isn't exactly swelling at a massive pace, but we aim to bring you a review of every new game that's released. Sadly, this means that there are only a few...

Alien Breed 3D.....24

Worms.....30



playing tips.....37

Miles presents a complete, six-page guide to the newest beat-'em-up to hit the CD32, Super Street Fighter II, while the sadly departed Hayden completes his Heimdall II solution.

correspondence....54

Got anything to say? In that case, pick up a pen and a piece of paper and jot down your thoughts and send them into us. We read every letter we get, and reply to as many as we can on these 'ere pages.

A-Z.....58

Every game ever reviewed in CD32 Gamer is here, complete with a rating and a little bit of blurb. The perfect guide to your CD32.

subs.....62

Want to save money? Want to have every issue of CD32 Gamer delivered straight to your door? Fed up of wasting shoe leather walking down to the newsagents? Well take out a subscription, then!

back issues.....64

IT'S ALL GLOOM FOR CD32 OWNERS!

After the phenomenal success of their original Doom-style blast-em-up, Black Magic are turning their attention, once again, to the CD32 with more Gloomy titles in mind.

Gloom Deluxe is, so far, the only definite CD32 title, but a couple of others have been lined up for the A1200 and, call us eternal optimists, but we wouldn't be too surprised to see them making the transition from floppy onto CD not too long after their release.

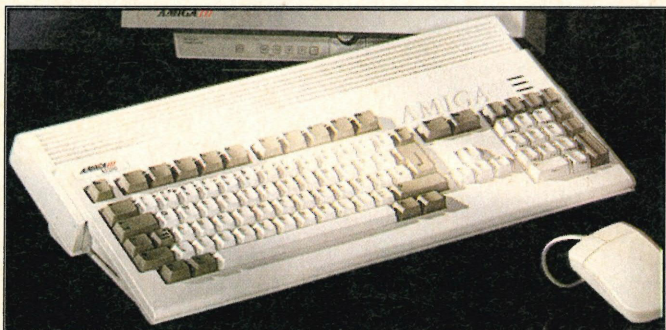
At a time when CD32 software seems to be drying up quicker than a bar frequented by Hayden, this can only be good news and gives you, the loyal readers, a few more software titles to add to your Christmas shopping list.

Similar in design to the first Gloom title, Gloom Deluxe and Gloom: the data disk, will be competitively priced and should ensure there's at least one CD32 title in the Christmas top twenty.



A1200 ROLL-OUT

After 18 months in the dark, the A1200 finally reappeared in shops last month to a less than warm reception. About 1000 pieces of the hardware were shipped out to retailers, but with the price tag set at £399 sales figures are unlikely to be too impressive. Despite Amiga technologies attempts to promote the machine as a serious piece of hardware, it's still primarily seen as a games machine and is thus going head-to-head with the Saturn and Playstation. With these 'next generation' consoles now selling at £349 and £299 respectively, the omens don't look good. In all honesty, Amiga Technologies seem to have been ill-advised in their marketing strategy. Let's face it, if people want a serious piece of hardware, they could get a second hand PC for around the same cost. So, surely they would have been better pushing it as a proven games machine with a solid base of users and with an extensive software library already in place. It's also worth noting, that software support for the A1200 is still strong and is likely to outstrip the Playstation and Saturn for some time. So come on Amiga Technologies, or whoever's pulling the strings, cut the price, bundle it with some stunning titles and give the machine and loyal Amiga supporters a break!



ONLY WAY IS UP!

Recent figures indicated that although CD32 software sales have slumped, the fall has been significantly less than those suffered by other CD based machines. Most noticeably, the CD-i and 3DO suffered the worst of what was a disappointing summer for everyone. Still, with the forthcoming Christmas rush, the trend can only spiral upwards. In particular, the CD32's fortunes look the most promising of all. With a possible relaunch around the New Year, things can surely only get better.



STOP PRESS!

News has just filtered into the office that Christmas might not be so bleak for CD32 gamers, after all. Flair have been negotiating a deal to publish several titles from abroad and if all goes to plan, we could have a bonanza of new games just in time to re-write that Christmas list. Fingers crossed everybody.

FLAIR SEE DOUBLE

Flair, those purveyors of amusingly quirky titles, are at it again with an intriguing new-release Double Agent. Originally pencilled in for a Christmas launch, the game has now been put back until Easter after Flair decided it wasn't up to scratch and ordered a complete reworking of the graphics and design. As a result, any piccies we were hoping to show you, have now become completely irrelevant - so you'll just have to make do with a Flair logo!



COVER DISK COCK-UP

As you're probably all well aware, last month, the much-hyped Street Fighter demo was unfortunately not on the coverdisk CD. This was due to problems way beyond our control and we apologise unashamedly for any grievance it might have caused. Believe me, heads have rolled after the debacle and even utterly shameless begging and pleading could not stop Miles from flying off his trolley and delivering a verbal assault to anyone remotely involved with the fiasco. Like I said though, the unfortunate absence of the demo was due to a technical problem beyond our control. Once the fault had been detected, Heaven and Earth were kicked all over the place in an attempt to sort things out, but alas, there was nothing we could do. Still, we've made up for it this month with a cool demo of Virtual Karting. We hope!

THE MAFIA MOVES IN...

Sounding like he's dropped straight out of Milans famous and all-conquering back four line-up, Dino Boni arrives at CD32 Gamer HQ and immediately instills a sense of stability on proceedings.

After the swift departure of Jon Bruford (well, hardly swift, it took a while for him to waddle out of the offices), the CD32 Gamer talent scouts have been out scouring the country for a real 'games animal' and Dino fits the bill perfectly. Poached from working on PC Power, Dino has also worked on such prestigious mags as Sega Pro and CD ROM User and is widely respected throughout the computer industry. That's what his mum told us anyway, and who the heck are we to argue?

As you might have guessed from his name and the Milan

reference, Dino hails from the land of corrupt governments, the Mafia and pasta. It wasn't the lure of the lira that brought him to CD32 Gamer though, but the thrill and honour of working on Europe's finest computer mag. Hmmm! Welcome to the nightmare, Dino!



THE TOP TEN CD32 GAMES CHARTS!

Ah, the charts, the charts. Once more, there's ten positions, filled by ten games, based on the tenth month of the year. Wow.

CD INSTRUCTIONS OUT!

Just a quick note to say that due to the nature of the cover CD and the unreliability of its contents, from now on the CD instructions pages will be omitted from the mag. Well, not exactly omitted, because the mag is still 68 pages, they'll just be used for something else.

Pos	TITLE	PRODUCER
1	SUPER LEAGUE MANAGER	AUDIOGENIC
2	MORPH	MILLENNIUM
3	GLOOM	BLACK MAGIC
4	SUPER SKIDMARKS	ACID
5	DEATH MASK	ALTERNATIVE
6	SUBWAR 2050	MICROPROSE
7	SENSIBLE SOCCER	RENEGADE
8	LAST NINJA 3	SYSTEM 3
9	SENSI SOCCER 92/93	RENEGADE
10	TOP GEAR 2	GREMLIN

Previews

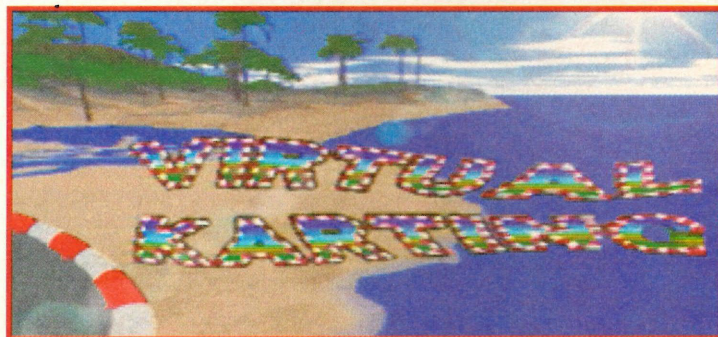
Virtual Karting

OTM are a newish compny that are making a ground-breaking impact on the CD32 and AI200. Derek Dela Fuente takes a peek at their latest AI200 game, which by popular demand, is hopefully going to be converted to the CD32.

N CD32 Gamer readers are in for a treat. On the front cover, there is a demo of the racing game Virtual Karting. Although this is only on the I200 at the moment, there are plans for it to go on the 32 if the market picks up. With the PC and Playstation releasing racing games at the rate of three a week, it is a real treat to have one on the Amiga. Not all the options are available on the 32 demo but it is enough to see the speed and quality of the game!

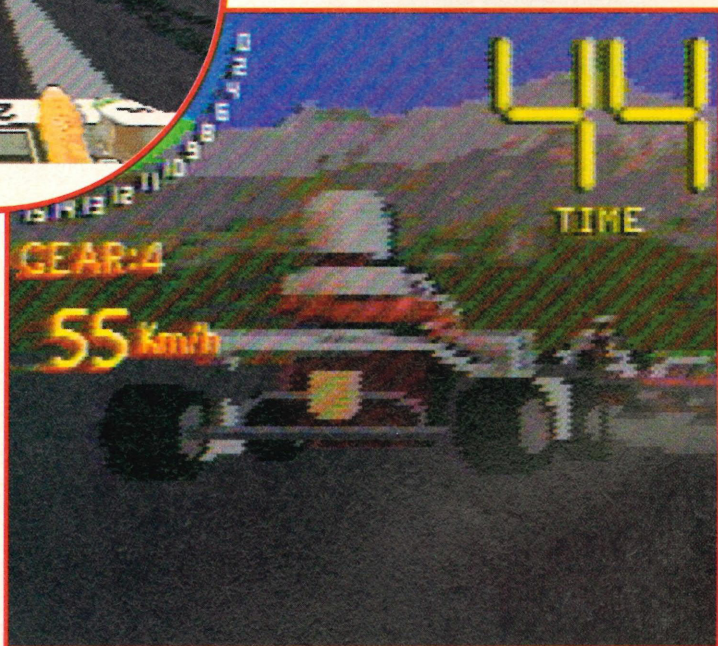
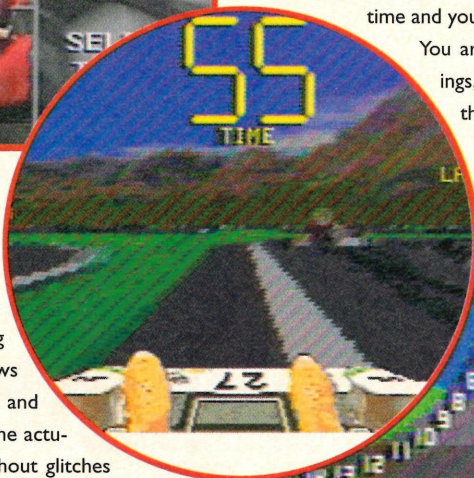


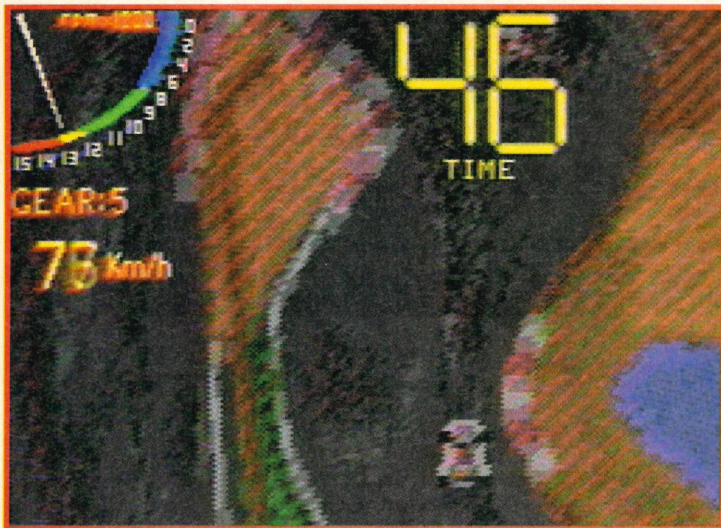
OTM are a new company on the scene but if you believe their products may be inferior in any way then forget it. This has got to go down at the fastest racing game to hit the Amiga family. The specs behind the programme make impressive reading: Fully texture mapped screens, AGA graphics only, 2 choices of racing karts, 25 frames per second, 2D or 3D overhead views of the game, fly by helicopter previews of the circuit and highly intelligent computer controlled karts. First off, the actual frame rate of the game is nigh on pixel perfect without glitches and considering there is so much on screen (from the other karts to a lush looking circuit and a skyline that moves smoothly into the horizon complete with clouds) it passes the test on both graphical content and visual interest.



The minus point is that the graphics could possibly be a lot sharper, but that really is being over critical. Once you choose your kart, which is either a 100cc or 125cc vehicle, then you try to obtain a decent lap time. The onscreen display consists of a speedometer in the form of both a dial and digital numbers, the lap time and your position.

You are given a first person perspective view of the preceedings, and this includes the view of your hands that control the steering. Having used a 32 joypad on the demo version I can honestly say the controls were excellent, a slight movement of the pad to the right or left turns the kart accordingly in perfect unison with the player's movements with no delay.





Technically, there are no chunky looking screens, you get a near full Pal display and the rotation and movement of both the kart you control and the competitors feel and look authentic. The AI of the karts is possibly the factor that makes this game so playable. The competition is tough but with a selection of modes to play in you soon adjust yourself to the difficulty factor. Moving at speed into corners and going at full speed up a long straight is quite exhilarating.



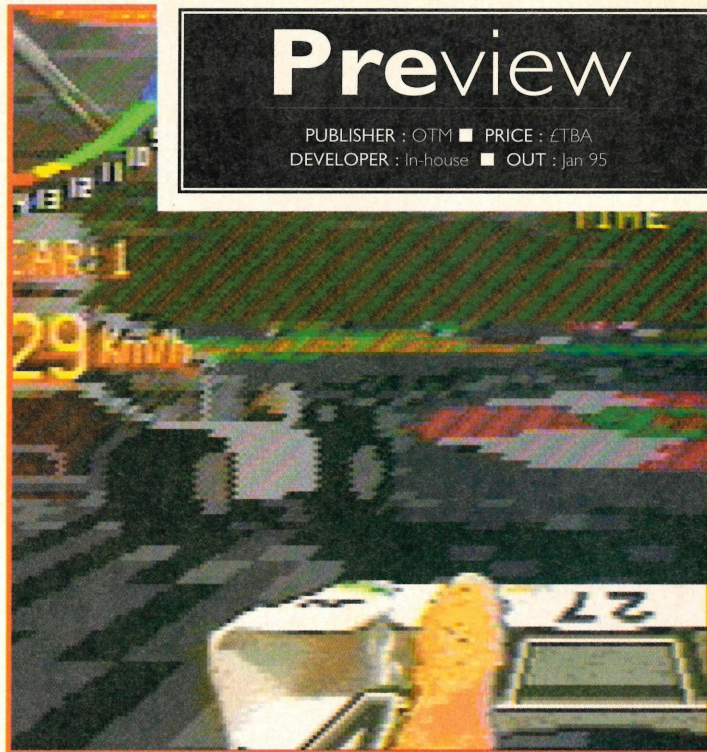
The variety of tracks and the realistic karting effects really comes across well as you move throughout the three tracks. Perhaps it is the real sense of speed as the ground rushes below your feet that comes across perfectly. OTM have succeeded in three main areas; code-wise this is impressive, graphically this is as good as you will get but the most impressive features are the controls. A visual treat is in store and that is without even playing the game.

The programmer, Fabio Bizzetti, certainly understands the Amiga because the 100% assembly language code is very accomplished. There are many areas which are not easily discernible but are in the code (like shadowing effects and the helicopter view which is pitched at a perfect angle).



Preview

PUBLISHER : OTM ■ PRICE : £TBA
DEVELOPER : In-house ■ OUT : Jan 95



With the PC and Playstation now vying to produce the neatest looking/playing racing game, the Amiga is an "also ran" in most people's books. This is certainly not going to compete with either of those machines in terms of looks, but the playability factor is as high as you will get. Once any Amiga owner sees and plays this they will be hooked. Like Virtual Karts on the PC, this leads the field on its machine!

Many people are saying the Amiga is dead and yet over the last year a lot of CD32 titles have been direct ports from the 1200, but to be honest, who cares? If the game is good enough it really does not matter. In fact I prefer slipping a nice CD into my CD32 as opposed to messing with floppies!



CD preview

Welcome one and welcome all to the bigger and better of the biggest and best. Confused? Have I got Trojan feet? How many more versions of this game can there be? Well, Street Fighter Alpha has just hit the arcades. Is there no end to this violence on our roads?

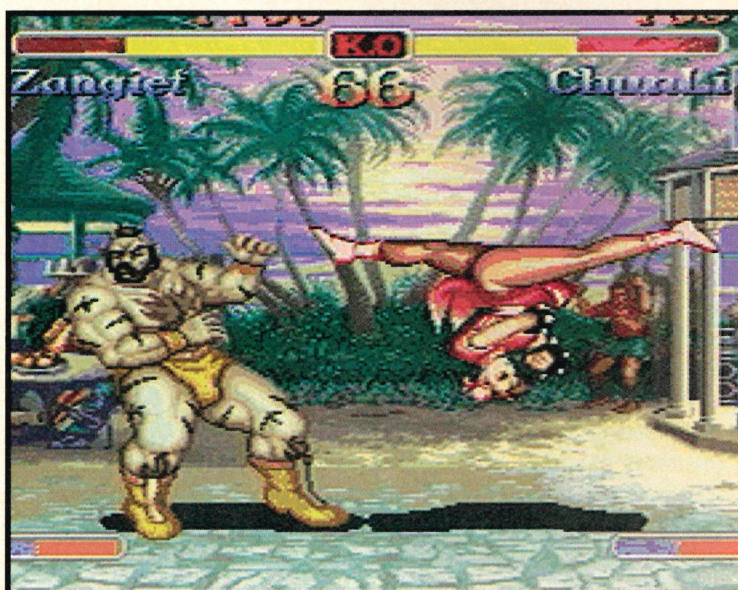
W

e seem gone Super Street Fighter-bonkuz of late. And just to prove it here's another batch of pages devoted to the game everyone's talking about. Well, Amiga people anyway. As I'm sure you're aware everybody else has had it for yonks.

But enough of such trifling matters. Isn't strange how things turn out in a such a metaphor/bus related kind of way. Way back in issue 11 we were one of the first magazines to reveal plans for a Super Street Fighter 2 conversion for the Amiga and CD32. And so the months of waiting and speculating began. How long would it take? Would it end up being indefinitely shelved like so many other high profile titles promised for CD32 back in 1994? Would it actually be any good or bear more relation to the odourous pile of cack that dared call itself SF2 on the A600?!

And after half a year two bloody Super Street Fighters turn up at once. Last month we had US Gold's conversion which, though it looked a bit ropery, captured admirably the feel of the coin-op and console versions. Now we're previewing the Turbo version. Then again you probably already know that cos you're reading it, right?

First up I've got to come clean and admit we've yet to see anything actually moving on screen. The screenshots were actually sent to us by a nice man at Gametek who're keeping the product closely under wraps right now.



As you can see from the piccies however, they've gone for a look far closer to the arcade original. US Gold dropped the big sprites in favour of a letterbox screen display and slightly wimpy looking fighters in order to retain the speed and fluidity of the action. They also skimmed a bit on the animation to facilitate this further.

Gametek on the other hand have gone for big, bold characters far more reminiscent of their coin-op counterparts.

A quick natter to Gametek revealed how they were able to do this. Whereas US Gold developed their game on the A1200 and then ported it straight onto CD, Gametek have actually developed the game as a CD-ROM title. This has enabled them to take full advantage of the storage space afforded by CDs for creating all the backgrounds, characters and code as close to the arcade original as possible. When complete it'll be cut down for the floppy versions. Originally it was going to fill 20 disks on the A1200 compared to seven for US Gold's game. It's since been compressed onto eleven but that's still zonks more than 95% of Amiga games.

And yes — it will use all six pad buttons. Hurray!

Street Fighter 2

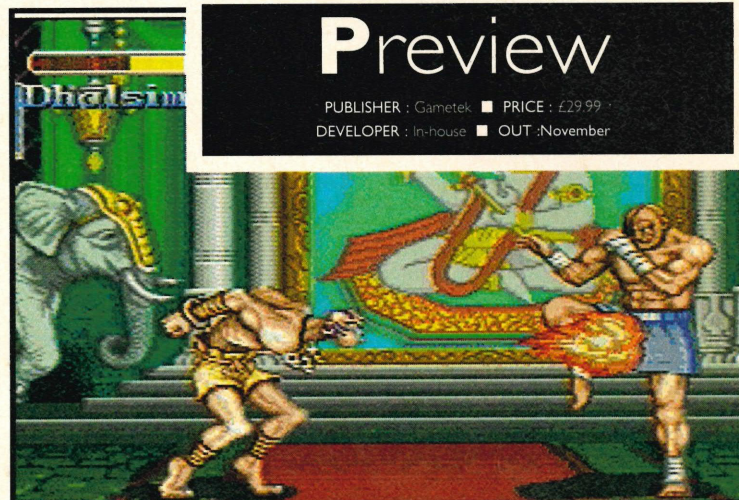
turbo

Okay, okay. So it's down to brass tacks. Why do we need another version of SSF2 so soon and what the ruddy flip is all this 'Turbo' business?

For a start it's faster with three turbo settings. In two player mode these are set by the current champion but in one player it must be defined at the start of the game. There are also one or two new standard moves. For example Ken now has a mid-air throw similar to that of Cammy and Vega. The big difference though, and the major selling point are the new super moves. A glance at the screenshots will reveal a new power meter in the bottom corner of the screen. Every time you pull off a special during a fight this meter will build up. Once full you can pull off that characters super move. For example Ryu has a Super Fireball. The normal fireball stick action must be performed twice quickly followed by punch. As he winds up he's surrounded by a dramatic blue shadow before executing the move. When they connect the super moves can register something like five hits of damage (most combos are more like three) and if you finish on a super the whole screen explodes. Good eh? More fire-works still can be gained by finishing with a throw when the power meter is fully charged.

The game is actually very near to completion so we can promise a full review next month. Dunno about you, but we can't wait.

MG



Preview

PUBLISHER : Gametek ■ PRICE : £29.99
DEVELOPER : In-house ■ OUT : November

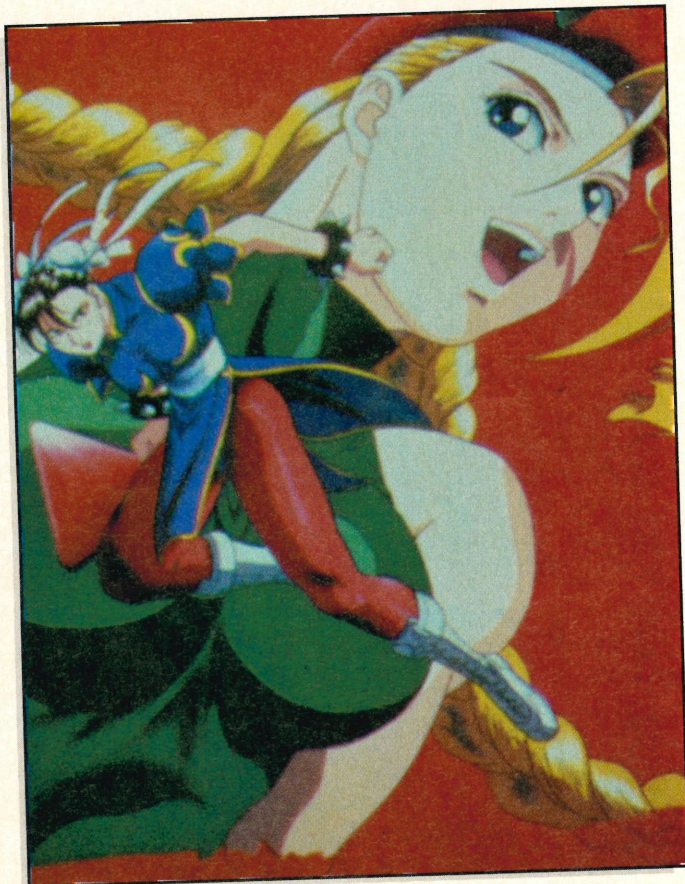


CD competition

You may have noticed that all of us here have kinda gone Super Street Fighter II crazy lately, but that's only because it's one of the best games ever to hit the CD32. In lieu of this, we've teamed up with Manga Entertainment to bring you this fab competition. Read on...

The Street Fighter saga has been rolling on for years now. When it first appeared in the arcades, people all over the world went completely nuts, plunging money into coin-ops faster than the eye could follow. A few years and several versions later, SSFII has made it onto more or less every home computer and console format known to man, and to celebrate this, we've got an extra-special comp lined up for you.

You may or may not be aware of Manga. This is a Japanese slang word that is used to describe their own particular brand of comics and cartoons. Made famous by Akira, a complex but exciting tale of a group of young men who get thrown into a violent and brutal psychic conflict, Manga has developed a massive following in this country. Manga Entertainment are responsible for importing and dubbing (or sometimes, subtitling) these Japanese masterpieces, and have gone from strength to strength to become the UK's leading distributor of Manga.



"Okay," I hear you cry. "What have these to seemingly unrelated subjects got in common, then?". Well, Manga have just announced a whole new batch of videos, including Street Fighter II Animated. Yep, you've guessed it; the characters of Street Fighter have their very own cartoon series back in their home country, and Manga have been kind enough to off five copies of this brilliant video for our readers to win. The film shows the exploits of Ken and Ryu as they battle against their own personal demons (and the other characters in SSFII) to defeat Bison. It goes without saying that this is a classic to behold, and every fan of the game should have a copy in their video collection.

As well as the videos, we have five full-sized video posters to give away as well, and if you have to do is answer the following questions correctly and send them in on either a post card or sealed-down envelope to: **I'm a Street Fighter Compo, CD32 Gamer, 14A Union Street, Newton Abbot, Devon, TQ12 2JS.** The first five out of the hat will win the videos, while the following five will win the posters. Don't forget to put your name and address on your entry so we can send you the prizes if you win!

The Questions!

- 1** How many special moves does Ryu have in Super Street Fighter II on the CD32?
A) 4 B) 2 C) 3
- 2** Which one of these is NOT a character in the Street Fighter series?
A) Blanka B) Miles C) Dhalsim
- 3** What's the name of the latest Street Fighter arcade game?
A) Street Fighter Alpha
B) Super Street Fighter II Turbo
C) Super Street Fighter II Tournament Edition

Finally, in no more than 40 words, which one of the CD32 Gamer staff would you like to see as a character in Street Fighter, and what would their special moves be?



Back issues

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Magazines (with disks)

These are still available, magazine and disk intact. Order now to avoid disappointment!

issue 7

CD32-enhanced **Tower Assault** review, plus **Beneath the Steel Sky**, **Roadkill**, **Fields of Glory**, **Marvin's Marvellous Adventure**, **Alien Breed** and **Jungle Strike**. Previews of **Evasive Action**, **World Cup Golf** and more. There's a **Universe** solution plus **Gunship 2000** tips. Disk includes **Bump 'n' Burn**, **Beneath a Steel Sky**, **Kid Chaos**

issue 7 SPECIAL

Identical to our regular **CD32 Gamer 7**, except that along with all the top games detailed above, you also get the complete game of **Lamborghini American Challenge** from Titus Software! Packed in a stylish jewel case with a full instruction booklet, this is the ultimate covermount.

issue 8

At last - **Theme Park** arrives! Also reviewed - **Pinball Illusions**, **PGA Euro Tour** and **Subwar 2050**. Preview of **Frontier II** plus David Braben interview. Tips include a **Beneath a Steel Sky** solution. Cover CD features our most popular cover demos such as **Banshee**, **Body Blows**, **Chaos Engine** and others, and also features a new **Clockwise** demo.

issue 9

Skeleton Krew blasts on to the CD32 and gets a full review. Also features an interview with the programmers of **UFO II**. Reviewed - **Flink**, **Benefactor** and the **Dizzy Collection**. More **Jetstrike** and **Jungle Strike** tips. Cover CD features **Emerald Mines**, **The Big Engine** and **Akira**, plus more classic demos.

Disks only

The following are available as disks only, without the actual magazines, and are thus being offered for a mind-blowing £3.95 including p&p. Can't say fairer than that, can we?

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issue 2

SOLD OUT!

Aha! Enter the realms of the **Legacy of Sorasil** with o ... from Is ... goodies ... **Espirit Turbo Challenge**, **Zool**, **D/Hero** and **Nigel Mansell**. Lots more PD and shareware too.

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Eek - the **Litil Divil**

found his ... mont ... being ... looking games around. **Jetstrike**, **Superfrog**, **Arcade Pool** and a host of other demos, shareware and PD decided to join him too.

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Rise to the occasion

with **Rise of the Robots**, the ... cover ... **Squeak** ... **key international Soccer**, plus, yes, even more shareware and PD can be found languishing here too.

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CD feature

Not wanting to leave the rest of the gang to do all the work while he sits around, Dino attempts to show you the good, the bad and the ugly in the world of CD32 beat-'em-ups.

No matter what people say, the Beat-'em-up is one of the most popular game formats on any system. Everyone likes to master special moves, beat up computer opponents and, more to the point, deal a few punches and kicks to their friends.

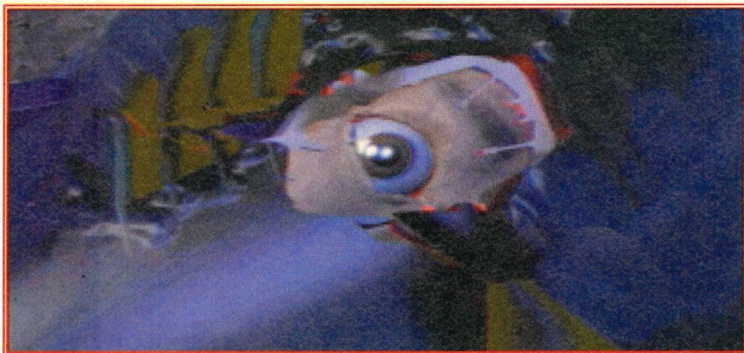
The CD32 is not graced with as many beat-'em-ups as certain formats, but that doesn't mean that we are strapped for choice, either. We decided to take the entire lot and subject them to a intense testing session in which the entire CD32 staff took part. One and two player games were tested for each game, and everyone got to have their say at the end of it all. Games were rated in graphical presentation, sound, playability and lasting appeal, the latter probably being the most important aspect of any kind of game.

Anyway, enough of the chatter, on with the show...

Rise Of The Robots

Covered with hype and publicity, this game got a mixed review by every magazine in the country. It's one of those games that you either love or hate; there's no in-between.

You are a cyborg, sent into the bowels of a major robotics manufacturer which has been taken over by the Supervisor droid, a self-aware robot. Boasting basic AI (Artificial Intelligence), this game claims to be able to learn your attack patterns and fight to match them. It was featured on the cover of ACG issue XX and had a rave review, but have the mists of time cooled everyone off?



Miles

At first glance, ROTR looks very impressive. The SGI graphics have been beautifully rendered, and even the backgrounds jump out and grab your attention. Once you get past the surface, however, you find out that the hype that surrounded this game's release was designed to disguise that fact that it is awful. Beat-'em-ups rely very heavily on their gameplay factor, but ROTR didn't even come close. Hardly and special moves make for extremely boring matches, and this so-called AI didn't even make an appearance.

Each robot is supposed to have its own weak spot, and I think that in ROTR, the developers were it!

Graphics 90 Sound 82
Playability 20 Lasting Appeal 16



Dino

I can remember the PC version of ROTR very well; my old Ed raved about it and came under a lot of abuse because of it. Personally, I liked the game, but the fabled AI doesn't seem to exist, or if it does, can't compete with even an occasional beat-'em-up player like myself. I'm never one to knock a game without due cause, but ROTR does have it's faults. The special moves are very difficult to pull off, and the sound leaves a lot to be desired. When it comes down to it, however, the game is enjoyable and I wouldn't regret buying it at all.

Graphics 80 Sound 62
Playability 78 Lasting Appeal 76

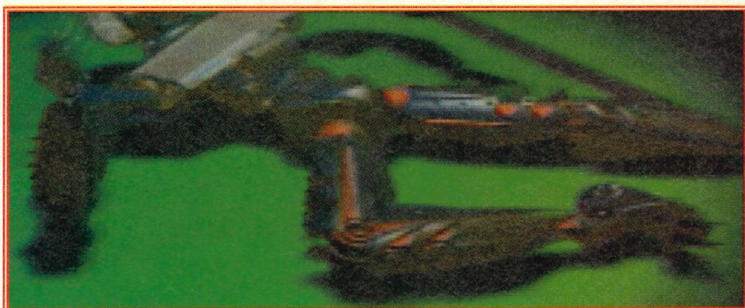


Jon

This was one game that I never got around to playing, even when it first came out. I like the slick presentation and the wonderful graphics, but I'd have to agree with Miles when he says that the playability sucks void. The game has such a limited range of moves that it becomes boring very quickly and there's no real challenge in the game.

Once I'd played it for a few hours, my fears were confirmed, although I must say that there was the occasional match that had me on the edge of my seat, but in ROTR, this doesn't last. This is certainly no SSFII, but it really doesn't make any kind of effort to come close. Disappointing to say the least.

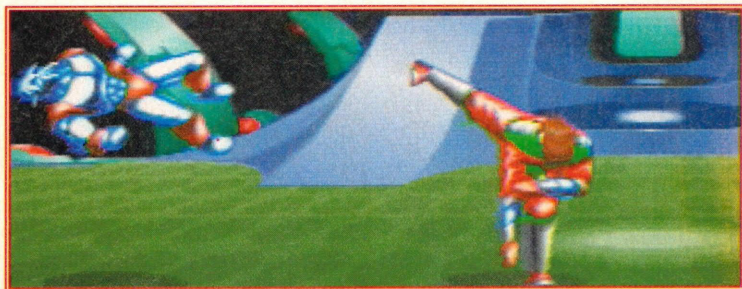
Graphics 84 Sound 76
Playability 45 Lasting Appeal 30



BEAT-'EM-UP SPECIAL

Ultimate Body Blows

Team 17 have long been the best supporters of the Amiga and CD32, and their welcome involvement in the world of beat-'em-ups was greeted with open arms. Body Blows has been doing the rounds on the Amiga family for a while now, and UBB was first previewed back at the ECTS last year. Big, bold and colourful graphics and a wealth of characters pushed this game to the top of many a CD32 owner's shopping list, and is still going strong, but how does it fair with its competitors breathing down its neck?

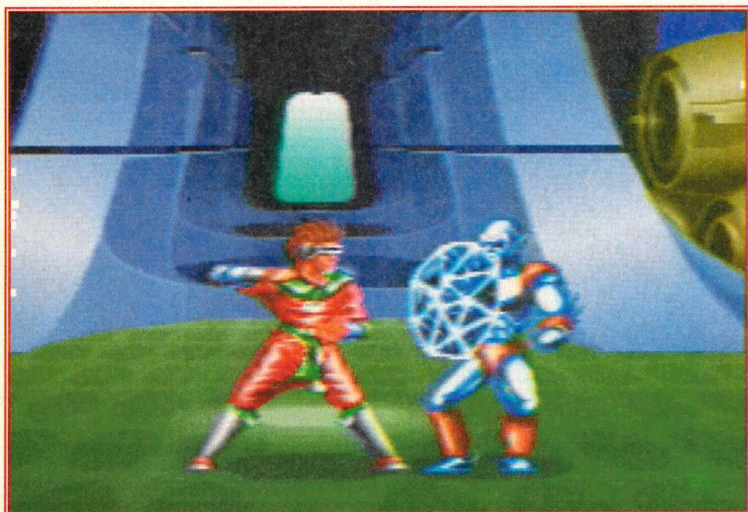


Dino

UBB takes a little getting used to. The CD32 joypad is not the best tool for playing beat-'em-ups, and the special move requirements in UBB push this already strained piece of plastic to its limits. The game itself is very much a two-player forray, although there is plenty for the lone player to get his or her teeth stuck into. There are plenty of characters to master, and many of them take their cues from SSF characters, and some of them even blatantly rip off their moves.

We all know that SSFII on the SNES is (at the moment), the beat-'em-up that every game of the genre aspires to, but with its addictive gameplay and excellent graphics, UBB comes close. It's just a shame that Team 17 couldn't think up some more original characters and moves for their game.

Graphics 84 Sound 78
Playability 83 Lasting Appeal 84

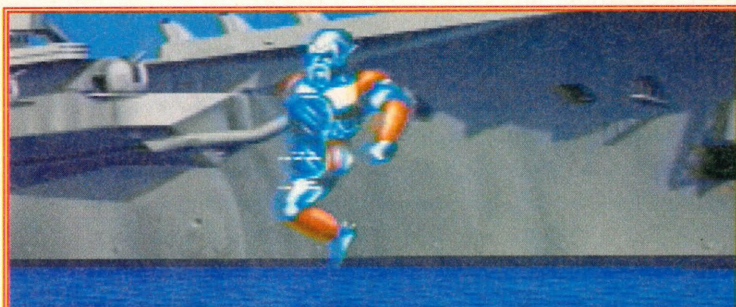


Miles

I like Team 17; they're a bunch of really good blokes (except for that Bunker guy!) and they chuck out some really good games. UBB is one of them; everything about it is great. The game itself takes a little while to get into as some of the special moves are a little hard to master, but once you've got the hang of it, then everything falls into place.

Graphically, UBB is very good, but the animation is a little ropery in places and you can never get away from the loading delay when you run a CD-based system. Apart from that, I like UBB even though it can't come close to Street Fighter II.

Graphics 78 Sound 79
Playability 80 Lasting Appeal 77



Jon

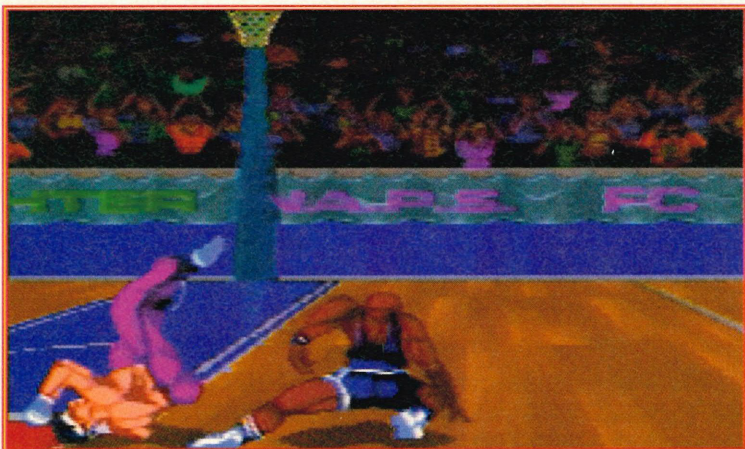
Humm... I'm not too sure about this one. The graphics are very good and so is the presentation, but the gameplay is let down by some very awkward collision detection and difficult special moves. Every beat-'em-up I ever play will always be compared to SSFII on the SNES, and this is pretty close. I suppose it's not really fair to be so nit-picky, but the little things make good games great, or average games good. Sadly, this is an average game without the little things that could've turned it into a great game.

Graphics 76 Sound 78
Playability 68 Lasting Appeal 60



Shadow Fighters

Gremlin have been around for a while now, and their latest offering on the CD32 grabbed hold of every owner and shouted "Buy me!". Given the coveted CD32 Gamer Gold award in issue 12, its was unanimously given the thumbs-up by every member of the team, but has it stood the test of time?



Dino

I had never played Shadow Fighters until we decided to write the article for the mag, and spent a few hours playing it solidly just to get the general feel of the game. It has to be said that this game is a classic in every respect. Superb enhanced graphics from the Amiga original leap and bound around the screen with lightning speed, and some of the characters are really amusing. There are a few glimpses of Street Fighter influence in this game (or any other beat-'em-up you care to mention), but for the most part, the developers have tried to be as original as possible. The gameplay is also very good as each of the special moves are not too hard to master, and this allows you to get the most from the game in a very short space of time. A worthwhile buy!

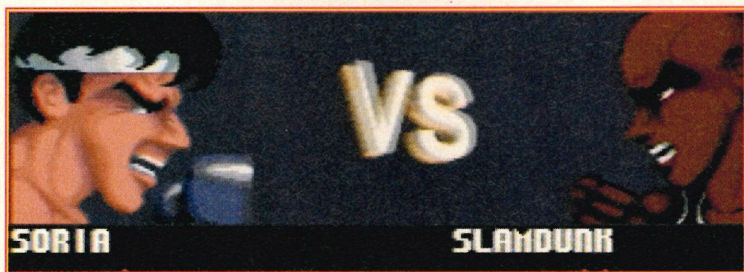
Graphics **81** Sound **80**
Playability **82** Lasting Appeal **80**



Miles

Yes. This is a good game, but the graphics didn't strike me as much as they did for Dino. Yes, they move around the screen very smoothly and with each character having 150 frames of animation, they look pretty convincing, but so much more could've been done considering the CD32's power in this respect. Some of the backgrounds are pretty boring, too. This shouldn't be used as a mile-stick for any game however; it all depends on how it plays. Shadow Fighters more than makes up for its lack of artistic flair in its gameplay. You are constantly addicted to the game for hours on end, trying to master special moves and defeat that ever elusive opponent. This is one of the better beat-'em-ups on any format, but it has a long way to go to get anywhere near the mighty king of them all.

Graphics **70** Sound **71**
Playability **78** Lasting Appeal **83**



Jon

I'd have to agree with Miles on this one. The graphics on Shadow Fighters are pretty good, but with a little bit more effort and thought, they could've been so much better. Nothing about them really leaps out and grabs hold of you, even though they are supposed to be enhanced from the Amiga version.

Apart from this little minor gripe, the game is very good. With 16 characters to choose from, and some pretty cool special moves, this game is one for those long, winter nights when you don't have anything else to do. The gameplay shines through on Shadow Fighters and even the slightly boring graphics can do nothing to dim its light.

Graphics **77** Sound **76**
Playability **83** Lasting Appeal **83**



Super Street Fighter 2

After many months of waiting and speculation, US Gold have finally delivered the goods in the shape of the best beat-'em-up ever to grace any machine. Originally an arcade machine, SSF caused such a stir around the world that it has spawned a flurry of sequels and upgrades, almost all of which have made it to more or less every console and home computer format imaginable.

The CD32 was one of the last machines to get taste of this immense game, but can it live up to its name?



Dino

Brilliant. Superb. Marvellous. Amazing. Great. Cool. Excellent. Far Out. Wonderful. What more is there to say? SSFII is fantastic in every way. The sprites and backgrounds have been reproduced down to the finest detail, and even the character sprites themselves have been recreated in all their glory on the CD32. Who'd ever thought it was possible, eh?

All the special moves are in place, and are surprisingly easy to pull off using the trusty CD32 joystick. The sound includes all the samples from the original game and the original score, and even the opening screen looks damn impressive.

Super Street Fighter II was, is and always will be the king of beat-'em-ups on any system, and this superb CD32 version only goes to prove the theory correct.

Graphics 92 Sound 90
Playability 93 Lasting Appeal 94



Miles

What a superb game! I never thought that US Gold would be able to pull off a decent version of my fave beat-'em-up on the humble CD32, but it only goes to show that the little grey box has more tricks up its sleeve than Paul Daniels! Everything about the game is arcade perfect and even gives the SNES version a run for its money. All the characters look really impressive, and their moves are lovingly recreated for the sometimes awkward CD32



joypad. Even the sound has been sampled bit for bit in order to create the perfect game.

Maybe developers aren't really pushing the CD32 to its limits yet, because this shows just what it can do. If every developer took notice of SSFII and how it knocks the socks off every other beat-'em-up yet released on our machine, maybe the CD32 world would be full of fantastic games like this.

Graphics 91 Sound 90
Playability 94 Lasting Appeal 94

Jon

At last! A game who's scores we all more or less agree on. There really isn't much to add after Dino and Miles have raved so eloquently about it, save to say that I feel exactly the same way. Excellent graphics, sound and gameplay really make you feel like you're playing the arcade machine. Nothing has been left to chance on this game; every special move has been carefully encoded to allow for optimum usage, and even the collision detection (which has been very iffy on some of the console versions of this game) has been tidied up and refined. All in all, Super Street Fighter II is one hell of a game, and knocks seven bells out of its nearest competitor. If you have a CD32, then you'd be a complete fool not to buy this game.

Graphics 93 Sound 92
Playability 95 Lasting Appeal 95

The Conclusion!

Well, it seems like a unanimous vote for SSFII! Every game we've had a look at here has its own good and bad points, and really at the end of the day, it's all down to personal preference. Then again, if three separate people vote for the same game, then it must be really good!

Don't forget, if you'd like to see a round-up of your favourite type of game, then drop us a line to the usual CD32 Gamer address and we'll see what we can do.

CD feature

PD, or Public Domain software has been around from more or less the year dot as far as the Amiga family of computers is concerned. Does the free distribution of (sometimes) quality software hurt the industry, or do people want more? Besides, what can you get your mitts on for your CD32? Dino Boni investigates.

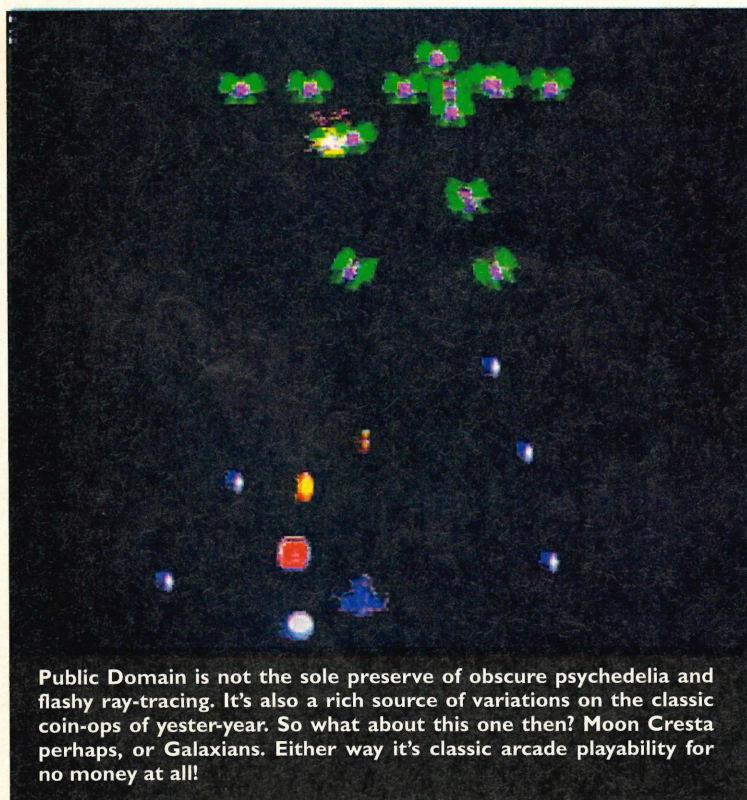
Public Domain software, to put it simply, is free. It's free to copy, free to distribute and free to use. Home programmers (and sometimes groups of programmers) write programs that usually were only intended for their use, until they decide to let other people try out their software. PD is not to be confused with Shareware, where you get the initial product free, but are encouraged to register it for a small fee if you find it useful. Of course, there's nothing to stop you from using it for nothing, but this means that the programmer is working for nothing.

PD has long been the home of simple, basic and sometimes pretty good games. The Amiga PD scene really exploded in the mid-eighties, with the massive growth of the so-called 'demo crews'. These guys would band together and write programs on their Amigas that would show off the processors flashy techniques. Later on, crews wrote demos to out-do one another, and to prove that they were better than anyone else.

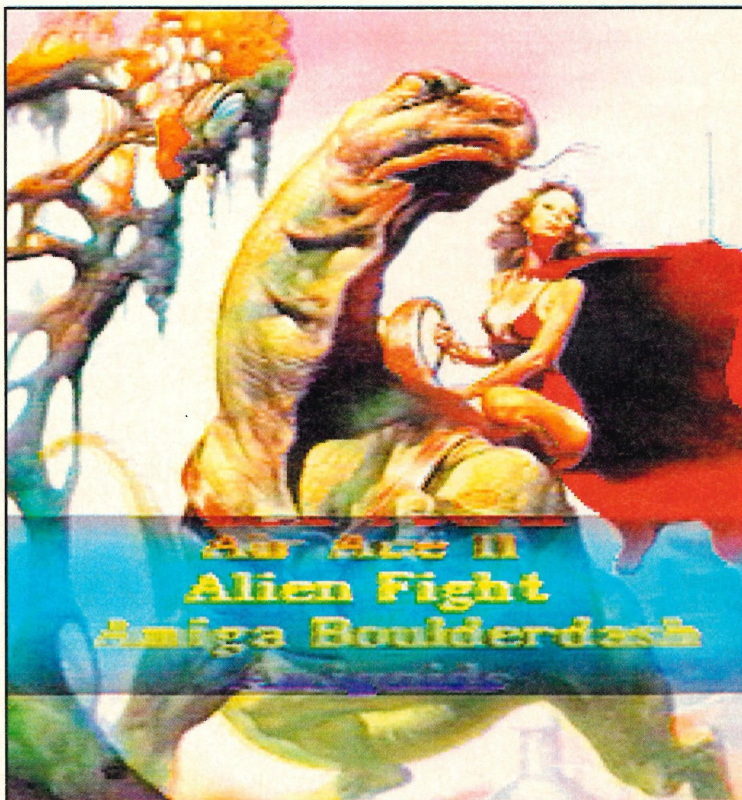
Unfortunately, some of these groups took to software piracy to support themselves, and with the advent of wide-spread bulletin boards and, or course, the Internet, the PD scene has once again become the target of software pirates and virus writers. One burning question remains, however; what does the industry think of it?



A few publishers now have released PD demos of forthcoming games onto the Internet or BBS system in the hope of reaching a wide audience who may not buy the magazine that it was featured on. Other publishers have made their fortunes on the Shareware/PD scene; ID



Public Domain is not the sole preserve of obscure psychedelia and flashy ray-tracing. It's also a rich source of variations on the classic coin-ops of yester-year. So what about this one then? Moon Cresta perhaps, or Galaxians. Either way it's classic arcade playability for no money at all!



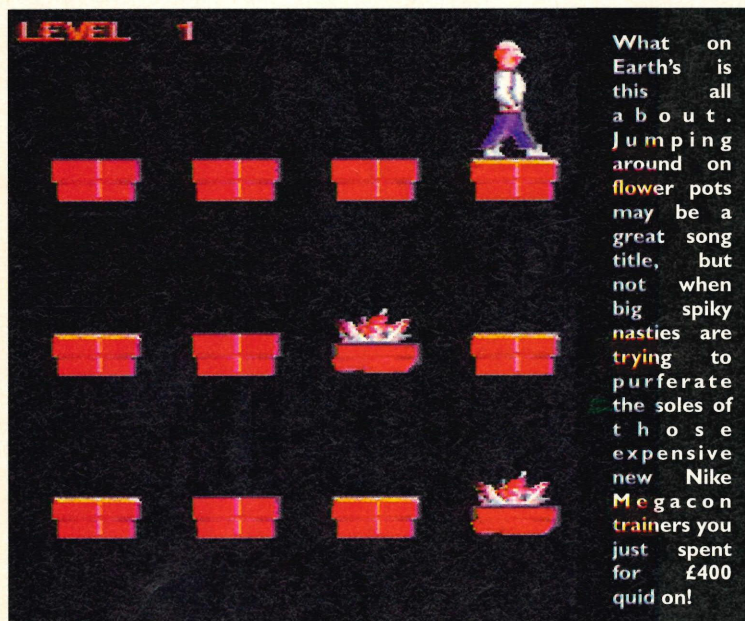
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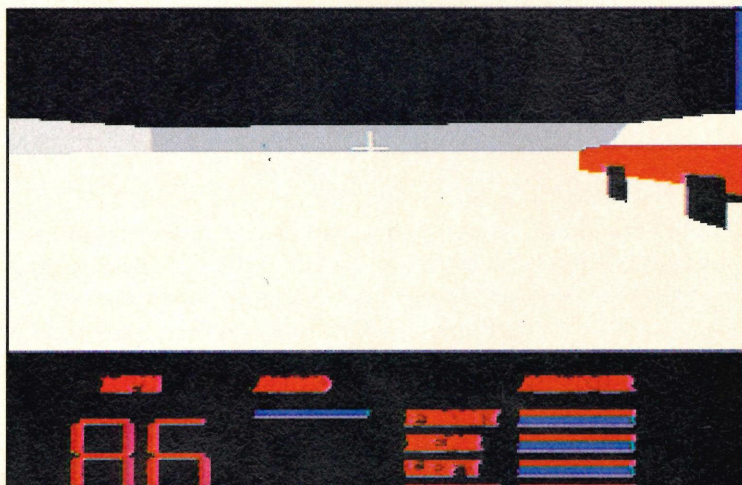


More classic arcade elements. Crude back drops, cute but poorly animated sprites, garish colour clash and loads of spangly gems and riches to procure. During the mid-eighties heyday of the 8-bit computers these things were knee deep on every gamers bedroom floor. Just like a trip down memory lane really.

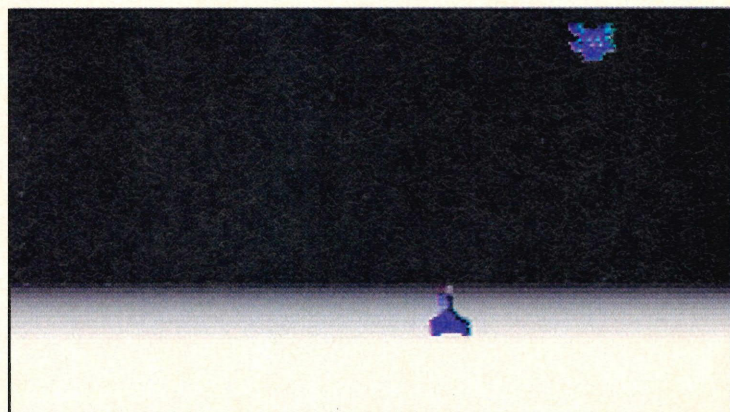
Software are one such company. Their ground-breaking game, Doom, was originally released as shareware. Tens of thousands of people registered it legally, but of course, in every flock of sheep there are a few black ones. Pirated copies of the game started doing the rounds on BBS systems everywhere, and within months, more or less every PC owner had a copy, legal or not. ID Software reckon there are around half a million non-registered copies of Doom around the world, and at \$40 a go, that's a lot of money. This unfortunate outbreak led the company to



What on Earth is this all about. Jumping around on flower pots may be a great song title, but not when big spiky nasties are trying to purferate the soles of those expensive new Nike Mega con trainers you just spent for £400 quid on!



This one's a duel between two cars in a sealed courtyard. Nifty 3D graphics reminiscent of those old Freescape games (remember them) when they were state of the art. It's smooth and convincing but unfortunately somewhat on the dull side. A bit like eating 25 slice of bread and butter.



CD feature



release the sequel (Doom 2) as a normal, full-price retail game.

ID Software may be one of the unlucky ones, but other publishers have thrived on the free distribution and reduced costs associated with their titles. Epic Megagames are an American company that has a UK European headquarters. They are known for superb games such as the Komander Keen series on the PC, and have achieved their massive status without the need to release a single one of their titles as a retail game. Other success stories include Apogee, another American shareware company that follow the lead of ID and Epic; they release cut-down versions of their games as PD, and then as a small fee for the full version. For this fee, users get the latest update of the game, plus a printed manual. Most companies also give away free updates. How many regular retail publishers can you name that do that?

Everyone knows that the Amiga has a boat-load of PD floating around for it. Amiga mags are full of PD libraries advertising their wares, but this isn't much good to CD32 owners who need a CD! Well, there are quite a few Amiga PD collections around that theoretically will work with the CD32, but there are a few hidden problems that you

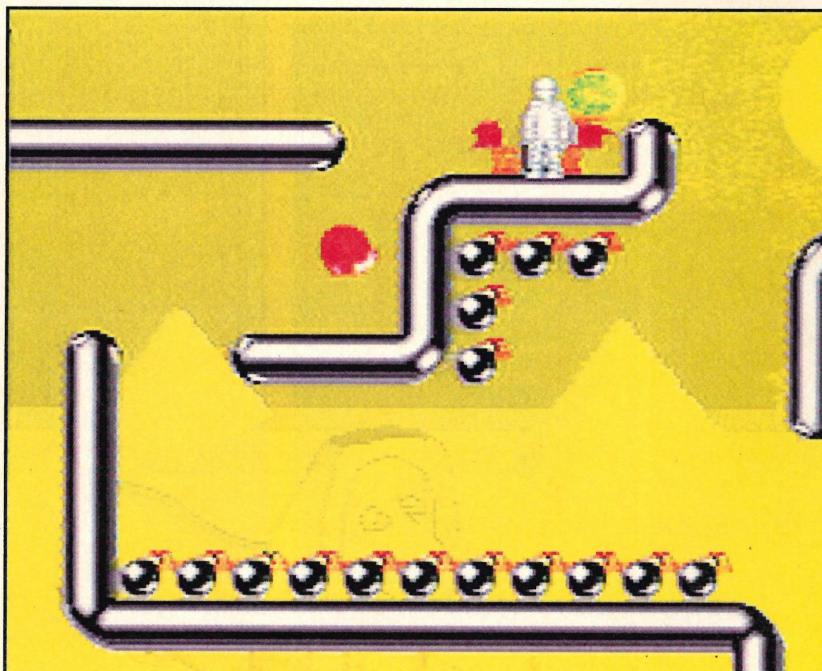
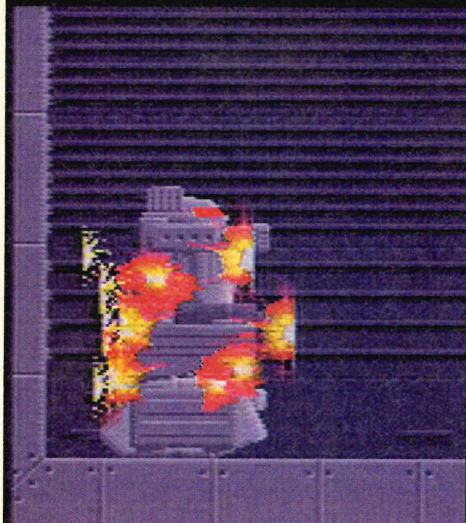


The bizarre Automobiles in which you drive a very tiny car around a track and, erm, well, that's about it really. Strange — it certainly is. Actually I reckon our version was bugged because it behaved strangely. Then again you can never tell with these PD things.

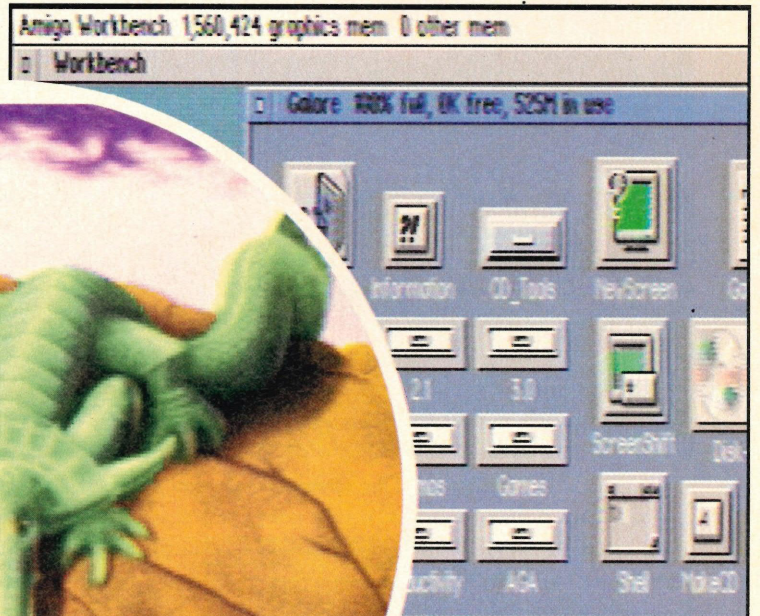
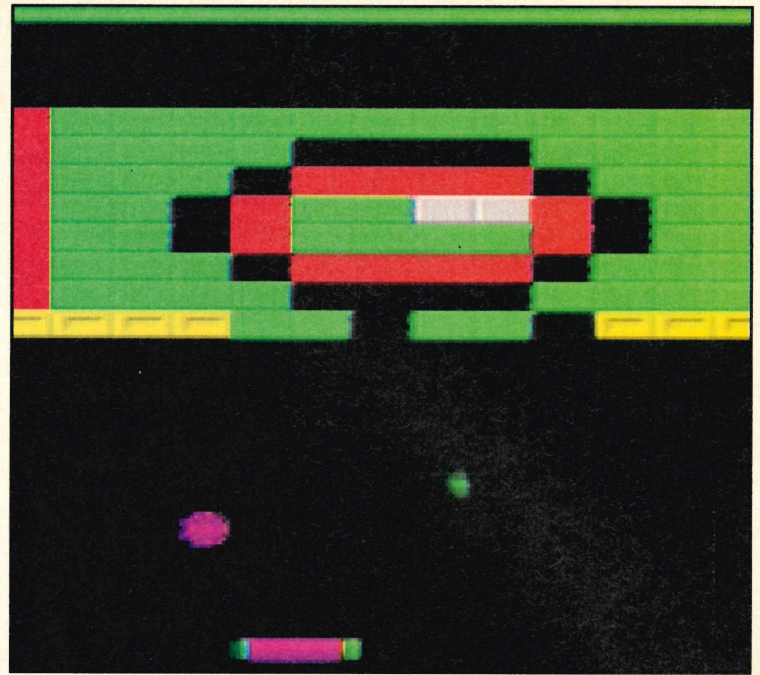
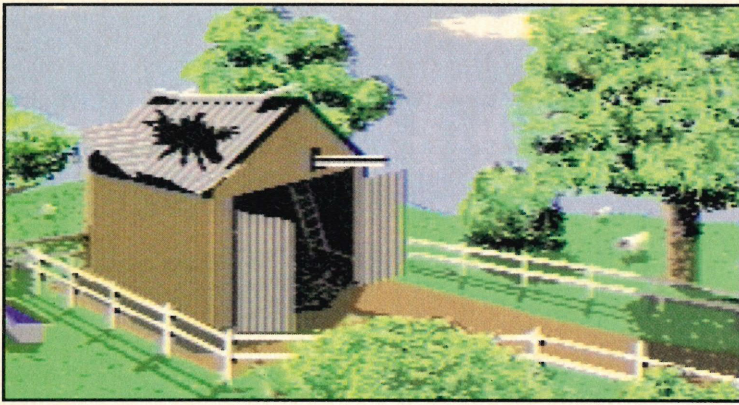
should be aware of if you want to start exploring the realms of Amiga PD.

Almost all of the PD that you can use on your CD32 was originally written for the Amiga, and since the Amiga has a keyboard and you don't, this poses immediate problems. 'Serious' PD software, such as video databases and such like aren't even worth trying, as you can't type anything in (unless you own an SX-1 or similar). The same goes for quite a few games; the CD32 joystick is notoriously finicky about the company it keeps, and will cause problems whenever possible. If you have access to an ordinary, two-buttoned joystick then you're pretty safe with PD, but

This one was bit of an oddity — a boxing match between two robots (you can't see the other one cos half the pictures missing). Only there not much boxing cos you can shoot each other?!



Ernest slowly awoke from his slumber and looked around drowsily at his new world. Pyramids and Sphinxes, he noted, suggested a likely location for his free-travelling bod. Unfortunately the sinister chrome people seemed to have beaten him to it and begun to construct more of their sinister piping/ball bearing sculptures whose purpose mankind had yet to fathom. Spooky.

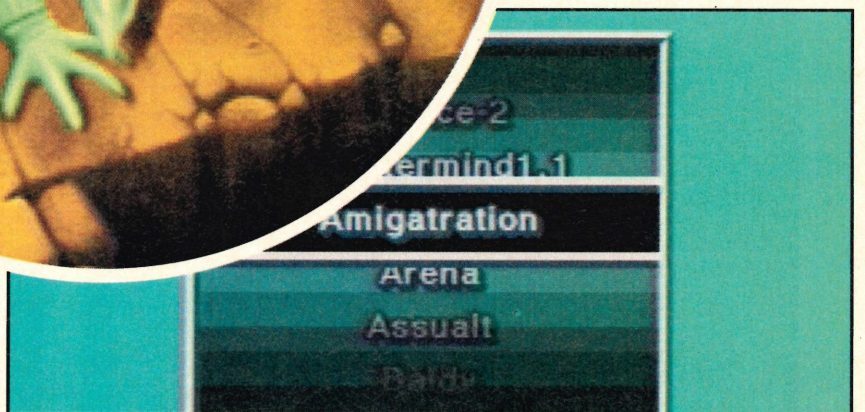


The classic Space Invaders. Unfortunately in Alien Fight the invaders don't actually work their way down the screen. Misses the point a bit

there will still be a few that will refuse to work no matter what.

A lot of CDs also have some Amiga demos on them from the days of the Demo Crews (I say 'days', even though the demo scene on the Amiga is still around). Only the older demos will work on the CD32, as some of the newer ones are written in such a bizarre way as to completely baffle your CD32. Yet again, it's a case of try it and see.

The pros definitely out-weigh the cons in the PD world however. For the price of a normal game, you can get your hands on some top quality software. There will always be the occasional game or program that won't work with your CD32, but most of them will. As more and more small publishers are releasing CD32 PD CDs, the library is forever growing, adding more and more software to a starved audience. If you constantly moan about the lack of games for your CD32, then PD may be the way to go; while big publishers are dropping games like hot eggs, the shareware and PD authors keep on churning them out, and I for one hope they never stop.



Find the matching cards until all the pairs of cards have been remove. (MOUSE)

Games Selector

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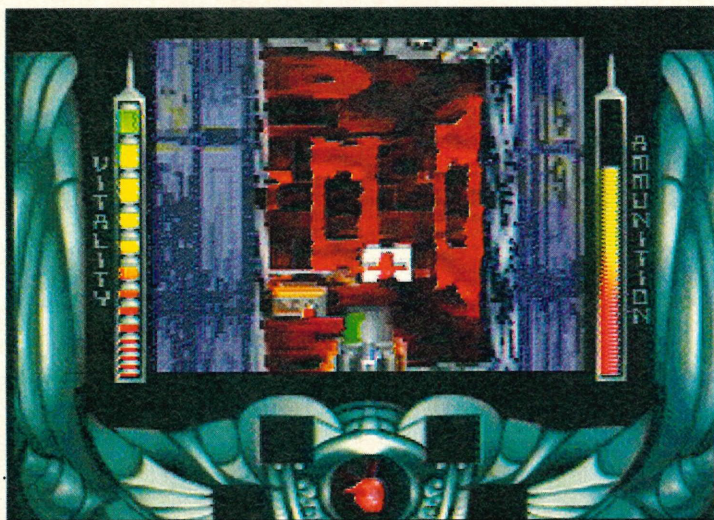
The Alien Breed saga has been alive for quite some-time. After its humble beginnings as an overhead shoot-'em-up, Alien Breed has now turned decidedly 3D. Dino Boni arms his pulse rifle and checks it out.

Doom. Oh, what a wonderful game it is. Apart from legendary platform games such as Manic Miner, Doom must hold the record for generating the most clones in the shortest space of time. It seems like every publisher has a Doom clone somewhere in its catalogue, and most of them fall very short of the omnipresent original.

Alien Breed 3D is another Doom clone, I'm afraid. This isn't as bad as it seems, however, because the CD32 isn't exactly swimming in this type of game. Keeping with the original theme, Alien Breed 3D is set in an off-world laboratory. Some stupid excuse for a human has been breeding these nasty little creatures, and has even added a little bit of human DNA to give them that little bit of extra pep. Somehow, they get loose and (as per usual), it's down to you to finish them all off.

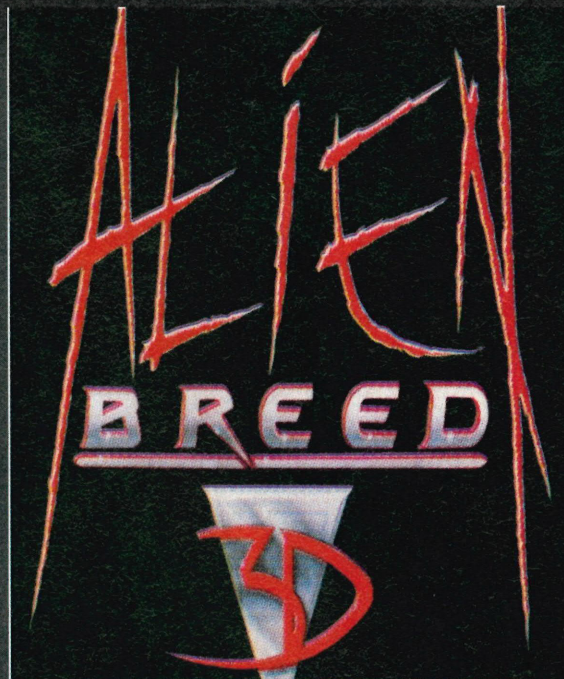
There are 16 levels in all, each one filled with various nasty creatures who want to kill you. Each level also has a fairly large puzzle element; some doors can only be opened by colour-coded keys, and these are hidden throughout the level and are normally guarded by a flock of slime-dripping monstrosities. To help you get started, you're given a Pulse Rifle and some ammo and you can pick up additional weapons and ammo along the way. There are five weapons in all in Alien Breed 3D, ranging from the Pulse Rifle to a vicious-looking rocket launcher but a few more would've given the game a little extra kick, if you know what I mean.

Once you've started the game, you're faced with the game screen. Your character's 3D view of his world is confined to a fairly small window in the middle of the screen, while the rest of the display is taken up with a health meter and an ammo counter. At the bottom of the screen lies two slots which light up when you collect one of the colour-coded keys. It looks a little simplistic when you first see it, and the initial reaction to the small window is "Is that all!", but once you start playing the game, you realise the enormous computational power that's going into drawing that screen; any bigger and our trusty CD32 would have a hard job keeping up.



If that isn't just typical! Why is it medical packs always turn up just when you don't need one. That's the energy bar on the left. Looks pretty full doesn't it.

If you've ever played Doom (Let's face it; who hasn't nowadays?), then you'll feel right at home with Alien Breed 3D. Directional control of your hero is accomplished with the D-Pad, while the other six buttons allow you to cycle through all the available weapons, opens, duck etc.



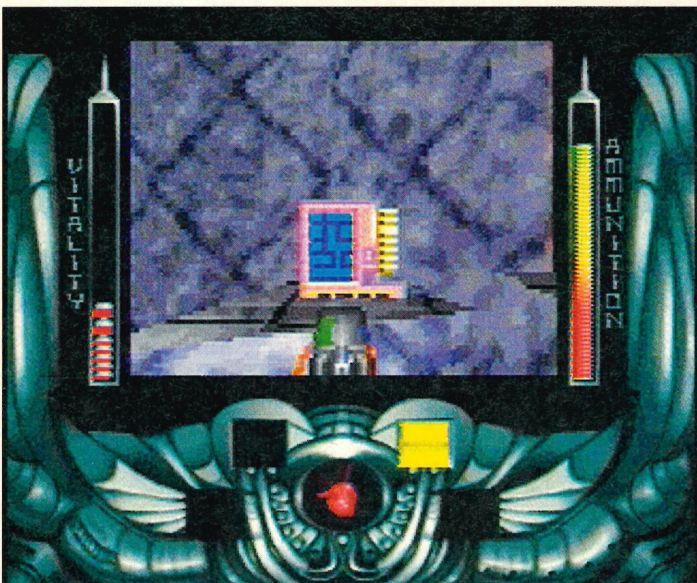
The CD32 joypad has been used to the full in this game; no button has been left unturned. The layouts of the levels are decidedly similar, but with some very nice additional touches. For instance, there's a 'swimming pool' (for want of a better description) on the first level that is full of nasty little red things. If you dispatch these, you can jump in and collect a hidden shotgun, but the pool is accurately displayed on-screen, complete with reflections of light from the surface! This is mainly cosmetic, and most of the detail is lost on the fairly low resolution of the CD32, but it's still stunning all the same.

Alien Breed 3D



At one point you come across a pool full of Breed swimming about. You can't see from the shot but there's a really good rippling effect on the surface and it, er... looks really good, actually. So there.

Graphically, Alien Breed 3D is a little lacking in detail, but this is a fault of the machine, not the programmers. The CD32 hasn't got the best resolution in the world and a lot of computational power is needed to generate the 3D display (no Pentium processors here, mate!) so obvious compromises have to be made somewhere. As I've said before, there are some very nice touches in the game, such as the massive fireball that exploding a few barrels creates, but for the most part, Alien Breed 3D's best asset is not its graphics. The sound is reasonably good as well, with plenty of sampled effects and grizzly noises, but Alien Breed 3D excels in gameplay and sheer adrenaline, not in cosmetic touches. This may be no Doom, but then again, nothing really could be. Alien Breed 3D is a great game in its own right, and the guys at Team 17 should give themselves a jolly good pat on the back. What they've created is a game full of action, suspense and plenty of fun; something that many games lack.



Aha. A blue keycard. Many doors in the complex are inaccessible unless you have the correct colour coded card indicated by the door itself. Betcha can't remember where the door was now though!

The levels in Alien Breed 3D slowly get more and more complex, and as the levels get harder, so do the creatures that inhabit them. Many of the lesser aliens can be dispatched by a single shot from the shotgun and do nothing but bite you but as you progress through the levels, they start arming themselves. This is where Alien Breed 3D becomes great fun. Massive fire-fights and plenty of gore (the aliens explode very messily when they die!) is what a Doom clone is all about, and Team 17 have given this game a double helping of both of them.



Shooting the various barrels and canisters which litter the passages leads to some well impressive explosions. It's also a good way of taking out any aliens hiding round corners!

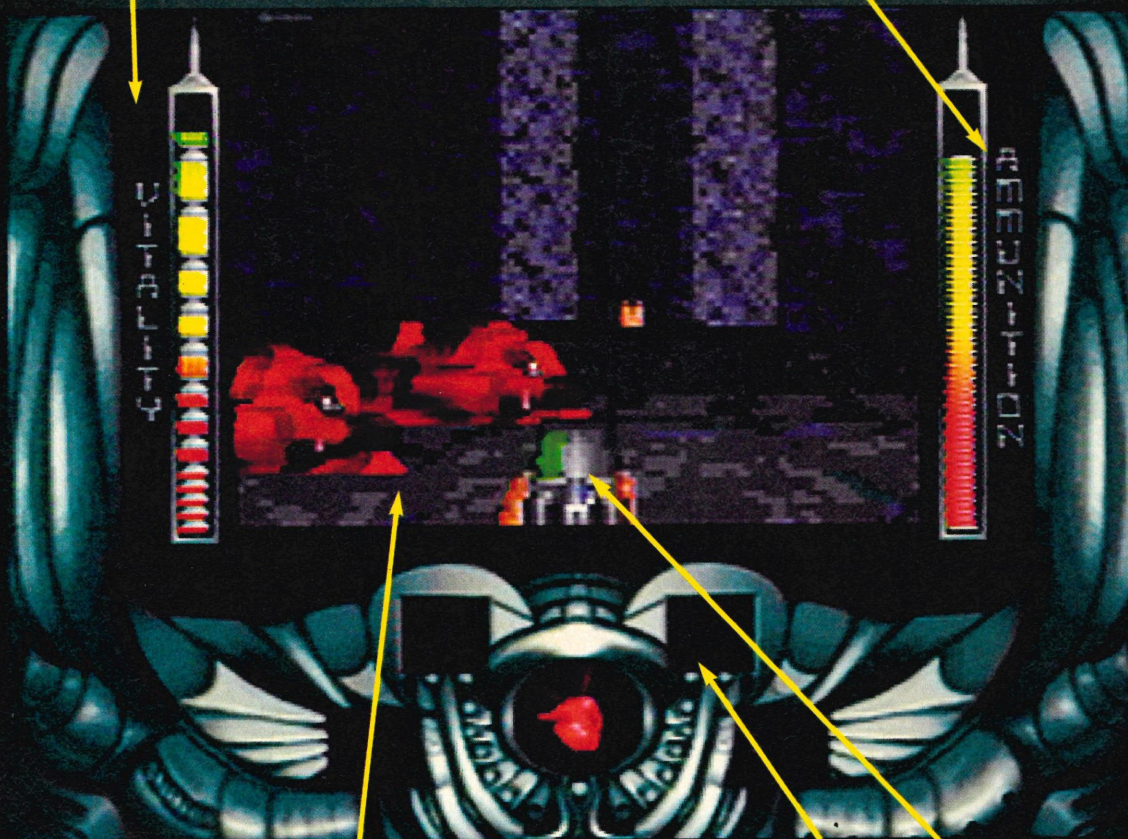


Blam! Another salivating slimy monster meets his maker. The shotgun turns up pretty early and is way more effective than poxy pulse rifle you start out with.

Alien Breed 3D – The Lowdown

Vitality: This basically indicates how healthy you are. The higher up the bar goes, the more energy you have left. If it gets perilously low find a first aid kit.

Ammunition: Ammo isn't limitless in this game, so keep a watchful eye on this bar. Be warned - if you blast away wildly you could find yourself with only your bare fists to protect you!



The Main Screen: This is your eyes. Through them you'll see all the real, juicy action taking place. Seeing everything from the first person perspective, you're sight is limited by what is in front of you and the direction you're facing, so be on your guard. Quite often the aliens sneak up on you from behind, or attack you from up on ledges, so it's important to constantly keep moving and looking. When the aliens attack, the border of the screen will flash red. This signifies that you are losing important vitality and it's time to kick ass, or make a hasty retreat. The faster the screen flashes, the more damage you're taking. The main screen acts not only as the gateway to the action, it's the graphical centrepiece. Gourard shading and all that sort of nonsense has brought the fantastic 3D environments and aliens to life. Situated slap bang in the centre of the screen, the main screen is designed to captivate the players attention. Unfortunately, this sometimes comes at the expense of keeping an eye on your Vitality and Ammunition.

Door Keycards: On most of the levels in Alien Breed 3D, players will have to find certain door keycards before they can get to the exit. These are colour-coded either yellow, blue, green, or red. The cards, although not too hard to find, are usually well protected. Lots of cunning and gile will be needed in finding them and retrieving them. Once a card has been collect, it can be used as often as possible on that level.

Weapon: This is the baby that stands between the aliens and you becoming their lunch! To start with you only have a poxy, little pea-shooter, but as you progress through the levels, you'll come across some more powerful and more spectacular ones. Unfortunately, there's no point having the gun, if you've got no ammo!

Alien Breed 3D

The Collectables

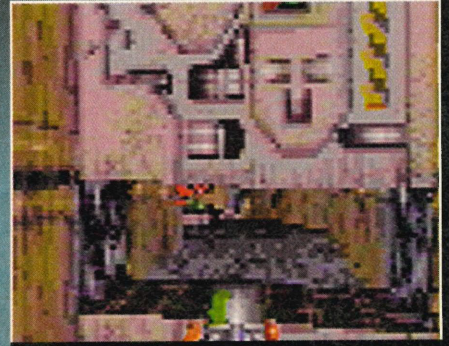
With more collectables than the antique roadshow and more pick-ups than Hugh Grant, Alien Breed 3D is a Kleptomaniacs dream come true. literally every object that litters the game can either be picked-up, blown-up, or just simply shot to pieces. To know which are which, we take a quick look at what you can expect to come across on the first level.



That harmless looking packet in the bottom right-hand of the screen is an important ammo pick-up. Adds around 20 shots to your ammunition.



Switches aren't exactly a collectable, but, unlike other games of its kind, they're an integral part of the game. Finding them is not easy!



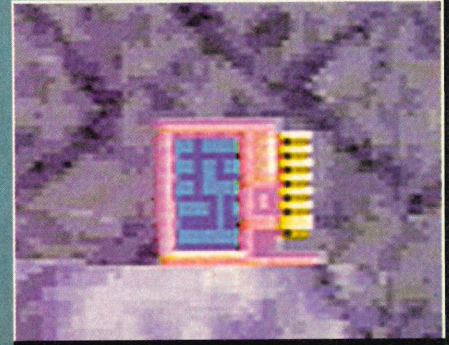
some doors are broken and will only open half-way, hence the crouch. Erm, okay, so this isn't a collectable either, but tough!



These colour-coded doors can only be opened with the relevant door-keys. Usually, they're well protected and well hidden - happy hunting!



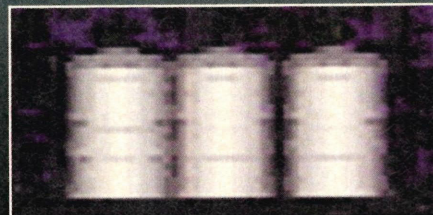
The exit is exactly what it says, the exit. Once you get here you can feel proud that you've made it through the level alive.



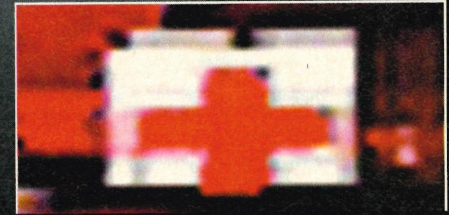
These door keycards are needed for the colour coded doors. Only with one of these will you be able to open them up.



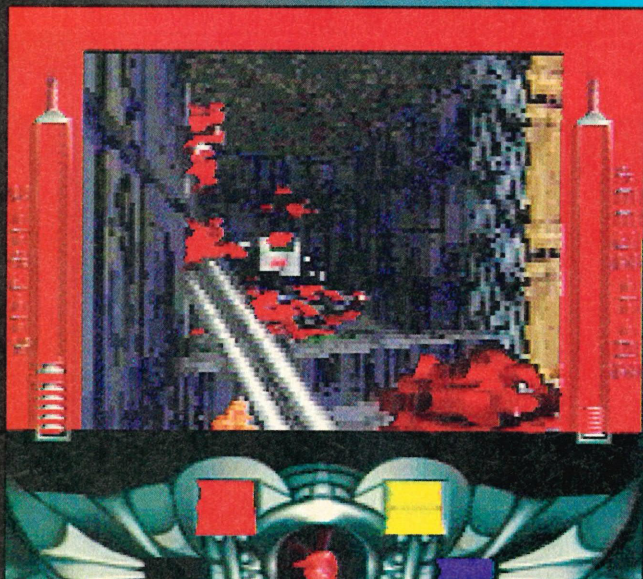
Finding this shotgun isn't too hard, but getting some ammo to go with it ain't so easy. Shame, because it's a lethal weapon!



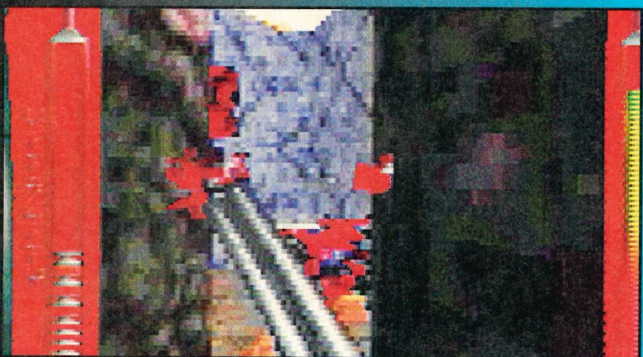
These drums may look harmless, but if you accidentally shoot one, you'll be treated to an impressive and health-sapping explosion.



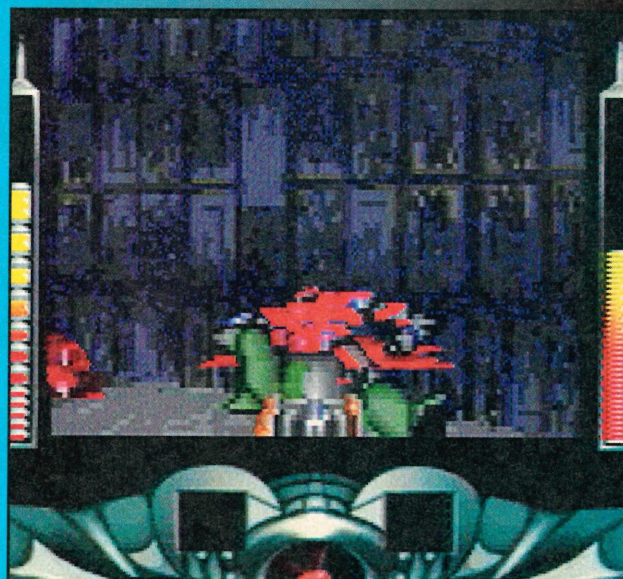
These first aid kits provide valuable vitality points. Just walk over them and breathe a sigh of relief as your health gets replenished.



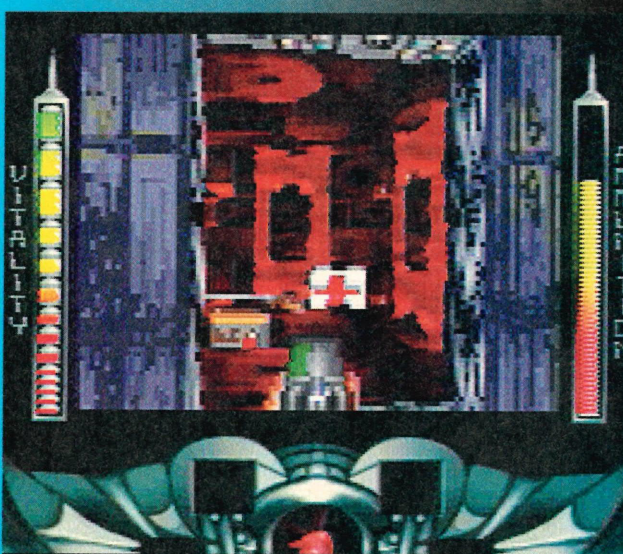
I don't know about body armour, but it looks to me as if a anorak might be just as important a piece of kit with all that gunk flying around.



Some of the aliens are very dangerous as they've had there genes crossed with those of humans. This mean they can do things like use guns — nasty!



Why is it at times like these you inadvertently find yourself humming that old Queen song? I don't know, tum-te-tum-te-tum...



A neat little goody room containing a first aid kit for that all important health meter and, better still, ammo to continue the fight.



Alien Breed 3D



The red around the border of the viewing window indicates a hit has just been sustained. At least here you can see the culprits though.



You won't have seen anything like this in the earlier Breed games but it doesn't take an awful long time to figure out it's not on your side!

■ PUBLISHER: Team 17 ■ PRICE: £TBA
■ DEVELOPER: In-house ■ OUT: November



Coooo. Over here. Oops. Maybe I should keep my big mouth shut. For a start his gun looks quite a bit snazzier than mine.

Profile

1 PLAYER
3 SKILL LEVELS
✓ SAVE POSITIONS
Passwords

PROS:

Superb gameplay and some extremely nice touches throughout the game. Immensely addictive.

CONS:

Small display area and slightly jerky graphics when things get a little tough for the poor ol' CD32.

GRAPHICS



SOUND



GAMEPLAY

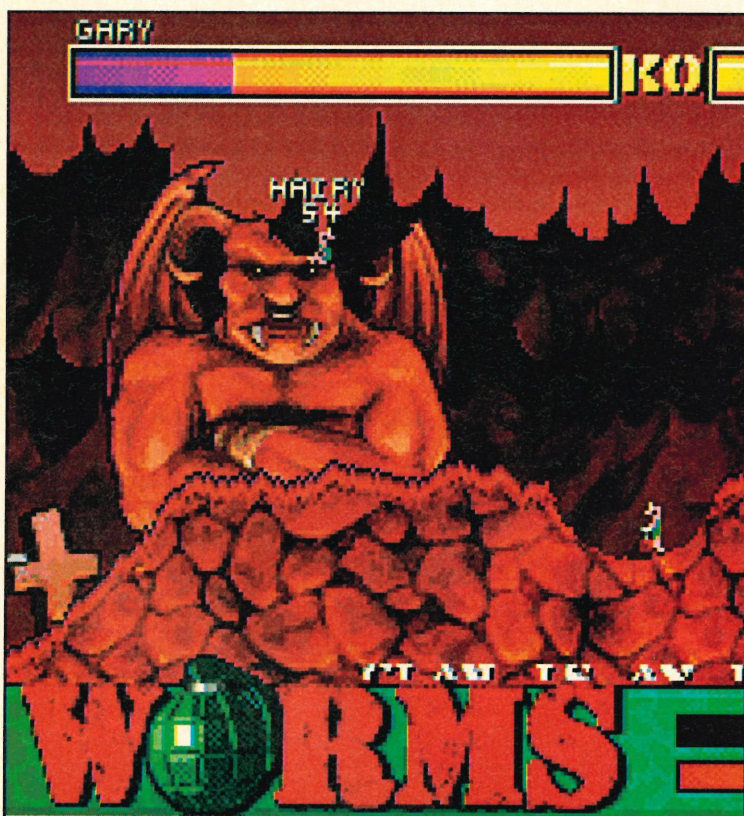


91%

With worm-mania sweeping the nation, Jon decides it's time to don his fashionable green wellies and go digging in the dirt for the latest gen on Team 17's storming new game, **Worms**.

Team 17 products have always been eagerly awaited, but the hype surrounding their latest release, **Worms**, has been unparalleled. Even the mighty Dave Perry has staked his ignominious bandanna on it being a great success. Which is, I think, meant to be some sort of compliment, although I'm sure praise from the CD32 Gamer crew will carry a lot more weight within the gaming industry.

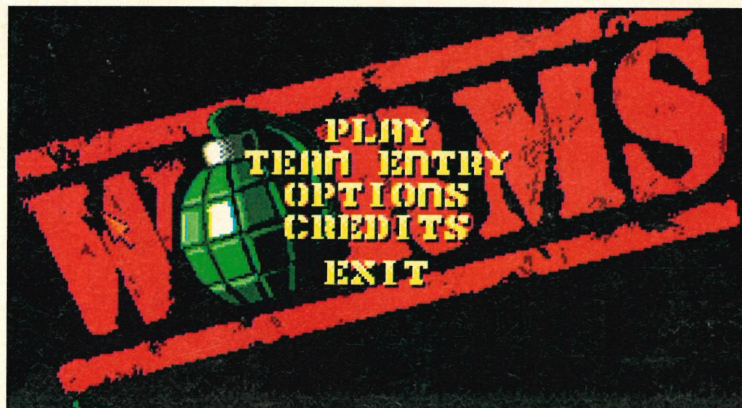
Before Earthworm Jim stormed the console charts, worms had always been perceived as slimy, horrible little creatures, but now they're the most fashionable pets around. Miles, himself hooked by the fad, keeps one in his pants ... allegedly! Team 17 have also gone worm-crazy and their lat-



Hairy adopts a high vantage point which gives him a good position to pick off the enemy. Sadly it also makes him a sitting duck for anyone who cares to take a pot shot.

est release, the aptly titled **Worms**, is full of them!

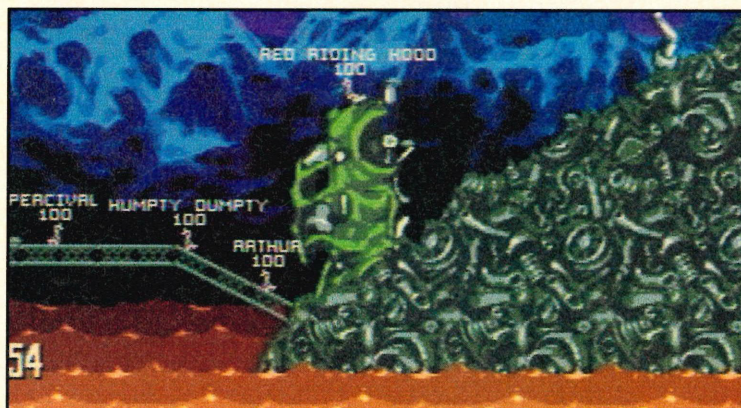
Don't be fooled by the name though, this game ain't about burrowing around in the mud, nor a detailed study of what Miles keeps in his under-pants, it's actually an hilarious turn-based blast-em-up - that just happens to feature loads of worms. Actually, despite the name, **Worms** has very little to do with, erm, worms. Okay, the character sprites are hilariously animated members of the worm race, but the game is more about blowing everything and everybody up. What flash of genius led to Team 17 deciding to make the characters worms, instead of say, humans, is a mystery, but I think it's a fair bet that it didn't come from a member of the RSPCA. Still worms they chose, but, even then, surely they could have



come up with a slightly more imaginative title, like 'Natural Worm Killers', or 'Silence of the Worms'? Hmmm, for the sequel, perhaps?

When you first slam the CD into the machine and load it up, you soon get the impression you've played the game a hundred times before. The reason for this being that **Worms** draws its inspirations from several different types of game. Despite this, it would be unfair to label the game as anything except new and unique.

As with all great games, the object of **Worms** is insultingly simple, well, in theory at least. Basically, up to four players can control a squad of four worms each. The idea is to outmanoeuvre and outshoot the opposition and kill them off, before they kill you. The worms are scattered randomly around the 2D landscape and players take it in turns to move a single worm as far as they like, or is possible, before taking a shot at the opposition. Each worm starts the game with 100 life points, but each time they get hit, they'll lose some of this - dependant upon the weapon used and how close it hits. When a worms life points reaches 0, then it'll die. The

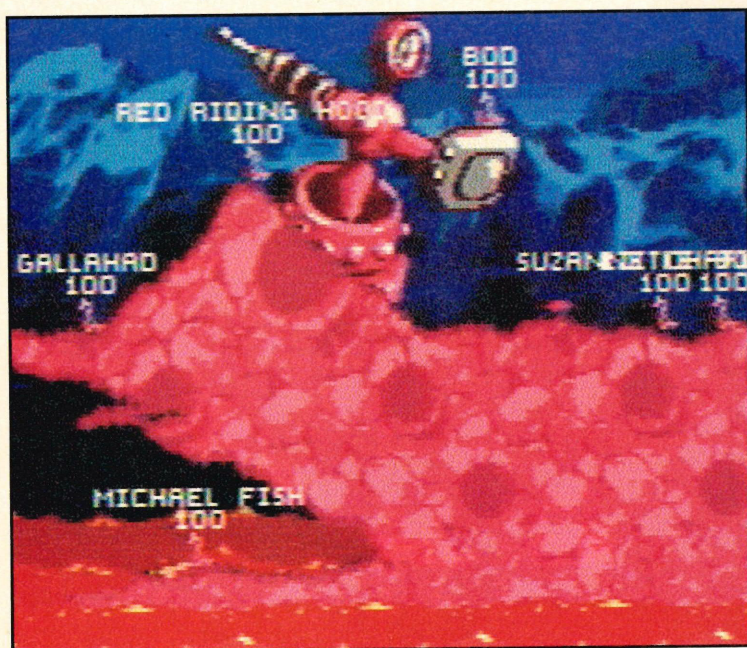


Worms

last person to have a worm still breathing is the victor!

Before we get drawn into all the different weapons and the various tactics, a little bit more needs to be said about the worms themselves. Before battle commences, players can change the name of their team and even allocate their worms with pet names. For instance, if you want to be vain and see your name on the screen, then you can, or if there's somebody you really dislike and would like to see blown into a hundred pieces, then you can put them in too. Whilst this doesn't exactly affect the gameplay, it does give the little worms a more personal feel.

One of the most amusing features of Worms is the tons of weapons at each players disposal and the injuries they can inflict on the enemy. There's the obligatory rocket, hand grenade and Uzi, and the less conventional, but equally, or more awesome, air strike, kamikaze, fireball and even Ryu's Dragon punch - to name but a few! The effects and advantages of some of these weapons is blatantly obvious, but others are more subtle

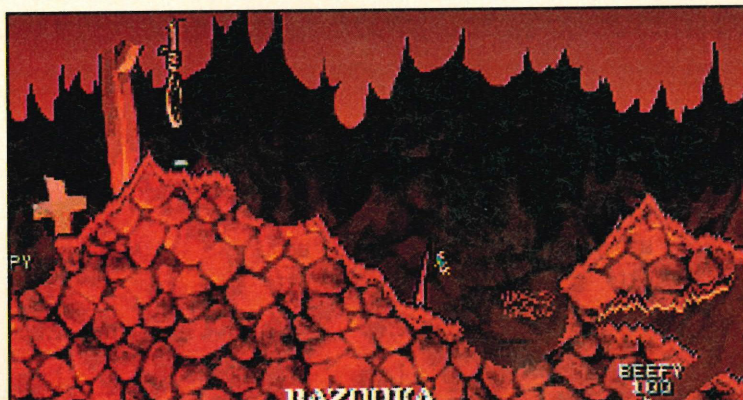


and learning when, where and how to use them is a big part of the game. Equally as important with shooting, is learning to use the wind. In the bottom right hand corner of the screen, you'll find a little wind gauge. This'll constantly change during the game and has a dramatic effect on the trajectory of shots.

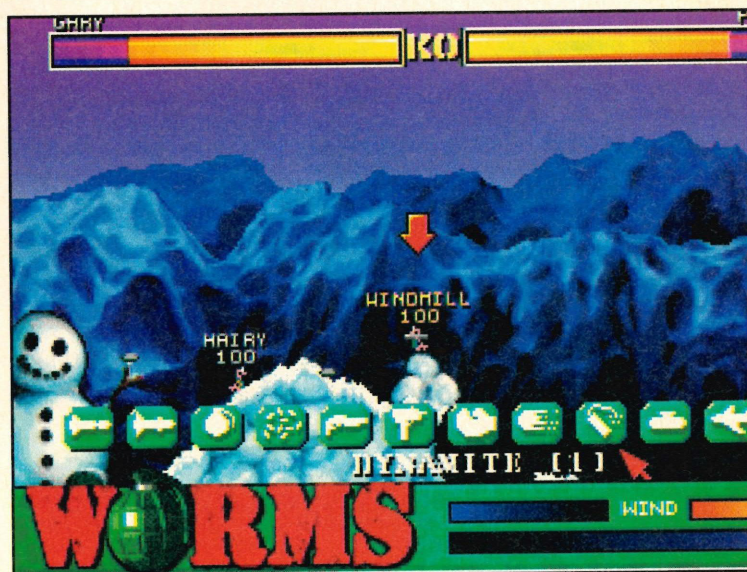
Utilising the weapons and wind to their full potential is just one step on the road to success. Another is developing a strategy and some tactics. Sometimes the best plan of action is to just charge at the enemy, with all guns blazing. More often than not though, you'll just end up getting killed - especially against the rock-hard computer opponents. So, some cunning and devious scheming is called upon. It doesn't take long before players start to develop their own strategies and tactics, but the reputed 4 billion landscapes ensures Worms warfare never becomes too predictable.

Graphically the game is a triumph for squiggly little worms everywhere. Despite being tiny sprites, they have a surprising flexibility in

■ PUBLISHER: Team 17 ■ PRICE: £TBA
■ DEVELOPER: In-house ■ Out: Soon



The landscapes suffer from the same strange affliction which infested Lemmings all those years ago. That whereby bits of scenery continue to hang around in the air even when it's totally unconnected to anything else. Like that noose for instance...



movement and action and this is complimented by some amusing audios. The landscapes are equally impressive, with some nice detail and and more variety than you can comprehend.

Oozing gameplay and challenge, Worms is the thinking mans Cannon Fodder. It's so simple in theory and yet offers the diversity in strategy and tactics that few games can equal. To a certain extent, some perseverance is needed before players can compete on level terms with some of the tougher computer opponents, but you'll be having such a good time in between, that you won't notice anyway. All in all, Worms is an exceptional game that is destined to join the 'classic game' hall of fame.

Worm Wars

Attention pupation fans! They're mad, bad, and here, finally. The worms have many different methods of wiping each other out so here's a little look at three of our personal faves.



It may not be entirely the most useful move in the game but it's gone down as the office favourite simply for chuckle value. Try a Dragon Punch complete with wormy 'Hadoken'!



If the going's getting tough you can call for back up in the form of a devastating airstrike. Very useful for bagging well dug-in opponents but only one's allowed per battle.



If there's an opponent cowering away in a cave or something, safe from an airstrike the blow torch allows you to dig your way through solid rock. It's a bit like a miner in Lemmings.



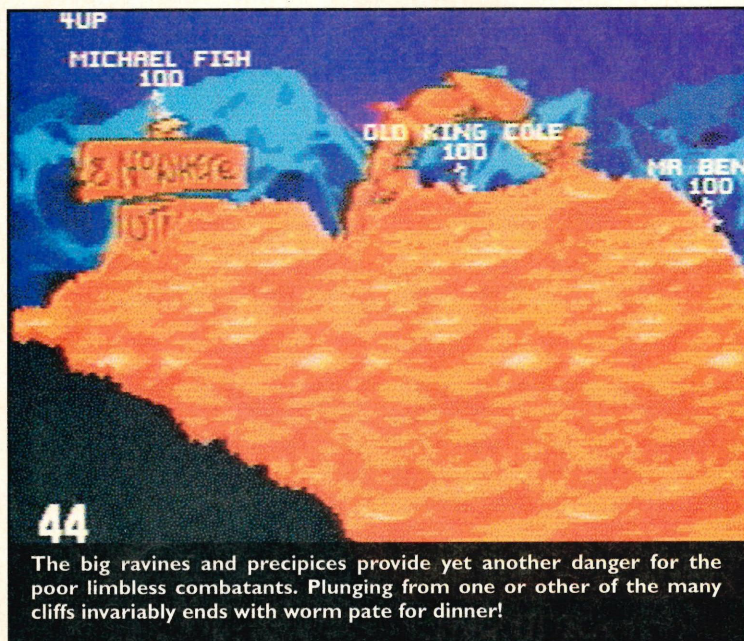
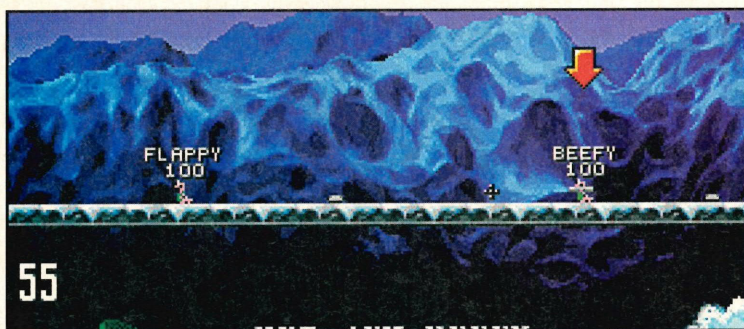
The worms fearlessly stand firm despite the hot winds of hell blowing in their faces. Looks like Tulip and Windmill have just taken some damage though. Hang on, who came up with these names?



Carrots don't grow in winter, right? So how come there's always an abundance around for sticking in snowmen's noses? (interesting point of discussion no. 157)



'It doesn't take long before players start to develop their own strategies and tactics, but the reputed 4 billion landscapes ensure Worms warfare never becomes too predictable.'



Aargh the forest are burning! Before you know it there'll be no no more oxygen in the atmosphere and we'll die. Mind you, that probably wouldn't bother the worms. Do they breath anyway?



Profile

- 1-4 PLAYER
- 5 SKILL LEVELS
- x SAVE POSITIONS
- Yes Passwords

GRAPHICS



SOUND



GAMEPLAY



PROS: A stylish and extremely challenging strategy/blast-em-up. Loads of variety and lots of humour make it a game you won't be able to tear yourself away from.

CONS: None that really stand out. I suppose, if you were being picky, you could say the sound ain't exactly brilliant and can grate on the ears, but that's just a quibble.

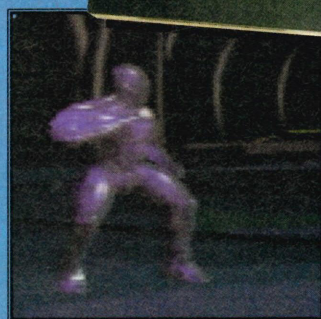
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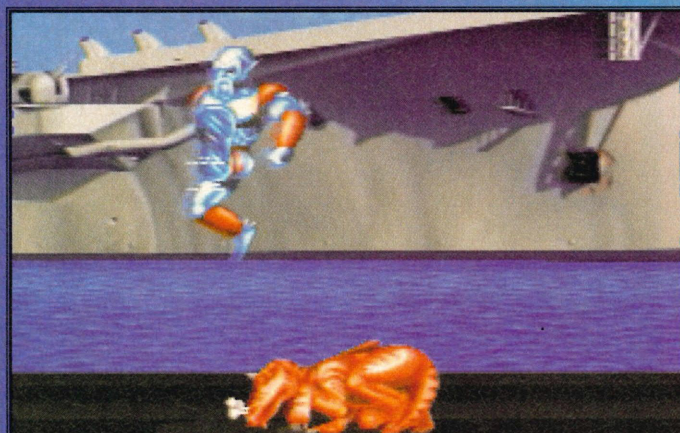
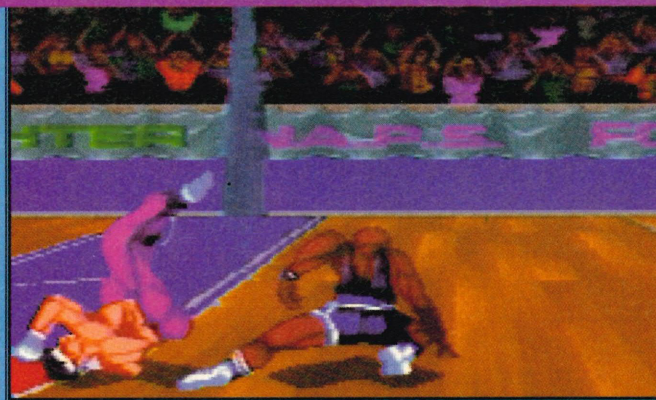
CD competition

Yet more chances to win with your favourite CD32 games mag, CD32 Gamer! Actually, it's interesting, is it not, that we're favourites by default of, erm, being the only CD32 games mag out there? Damn good job we're so great if you ask us. Wouldn't you agree?

Is the current lack of software giving you the gaming itch? Is hours and hours spent playing the same game driving you insane? Well, don't worry, the CD32 Gamer posse have got the perfect cure for those autumnal blues. Yes, the barmy ACG crew have gone giveaway crazy, with five sets of SSFII, Ultimate Body Blows, Shadow Fighter and Rise of the Robots up for grabs! These hard-hitting beat-em-ups can be yours simply by answering the questions below and sending it to:- Wow! Yet another fantastic giveaway compo, CD32 Gamer, 14a Union Street, Newton Abbot, Devon, TQ12 2JS.



THE PRIZES UP FOR GRABS...

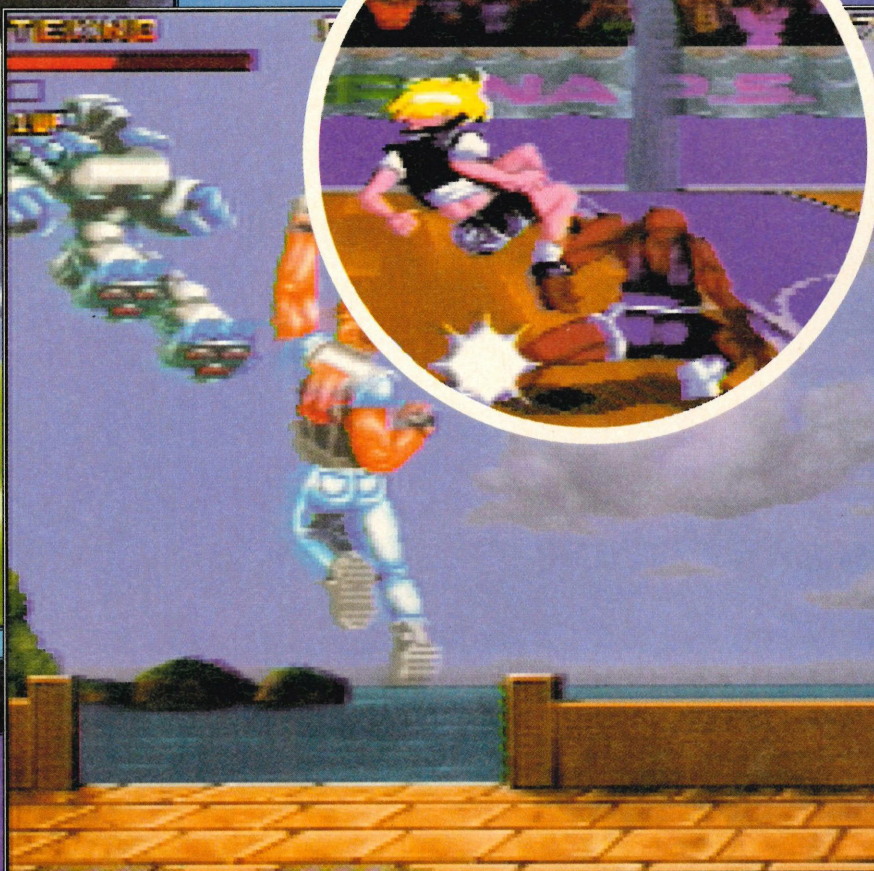
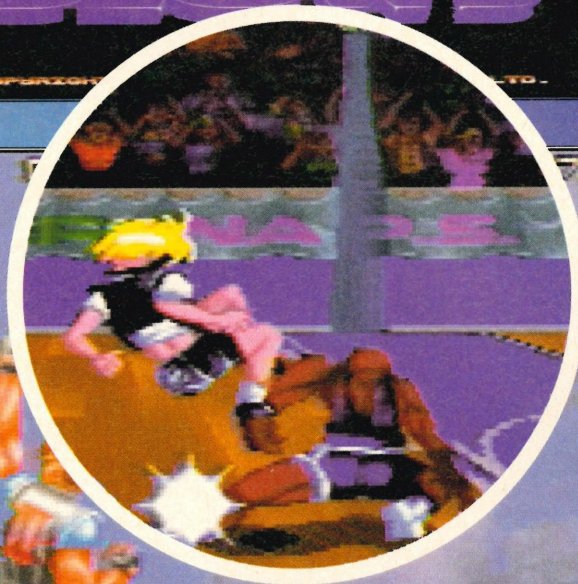


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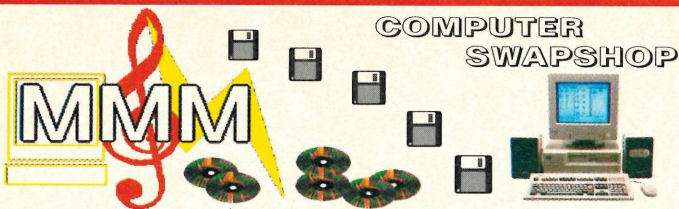
The Questions!

- 1** Which other Street Fighter character did Ryu train with as a child?
a) Honda b) Ken
c) Chun Li
- 2** Which top Hollywood actor recently starred in the disappointing Street Fighter movie?
a) Sylvester Stallone b) Miles Pants
c) Jean Claude Van Damme
- 3** Which top babe starred in the same film?
a) Kylie Minogue b) Pamela Anderson
c) Mystic Meg
- 4** Which British boxer recently became a World Heavyweight Champion?
a) Frank Carson b) Frank Bruno
c) Frank Spencer
- 5** Name the oldest Heavyweight boxing Champion, ever?
a) George Formby b) George Foreman
c) George Pants



And now for the most Tie-breaker: I would really, really, really like to win this prize because ... (no more than, hmm ... thirteen words. We don't make this up as we go along. No, really, we don't...)





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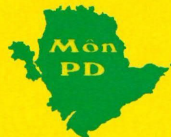
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CD32

G A M E R

PLAYING TIPS

Having trouble with Ryu's Dragon Punch? Being felled by Thunder Hawks Storm Hammer? Cammy beginning to get on your, erm, nerves? Well don't fret, Milo is here with an extensive guide on how to survive in the rough and tumble world of Super Street Fighter II.

Also this month we have the second installment of the complete walk-through guide of Heimdall II, courtesy of the Giant Games Guru, or AFFKAJ (arcade freak formerly known as Jonesy).

CD32 TIPS INDEX



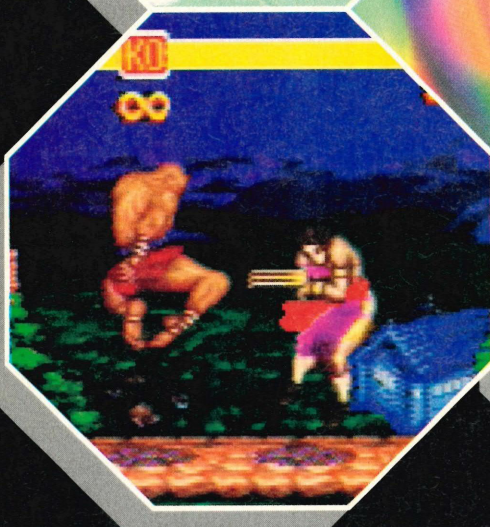
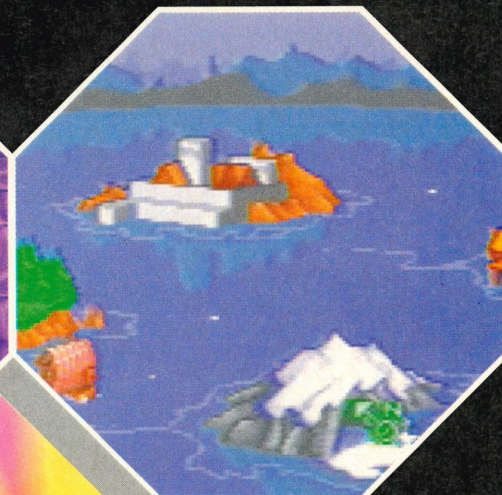
38 **SUPER STREET FIGHTER 2**
tips
All those little tips that you need to know, but never knew!



46 **SUPER STARDUST**
tips
Comprehensive guide to survival.



50 **HEIMDALL 2**
solution
The second installment of a complete solution to Heimdall 2.



Super Street Fighter 2

general tips

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KEN & RYU

Everybody's favourite characters might as well be dealt with together due to their very similar fighting styles. However there are important differences.

Ken is the slightly stronger of the two but Ryu has far longer range on his Dragon Punch. Ken's Flaming Dragon Punch might sound impressive but it should only be used as a defensive measure against aerial attacks. Use the aerial Hurricane Kick when above an opponent.

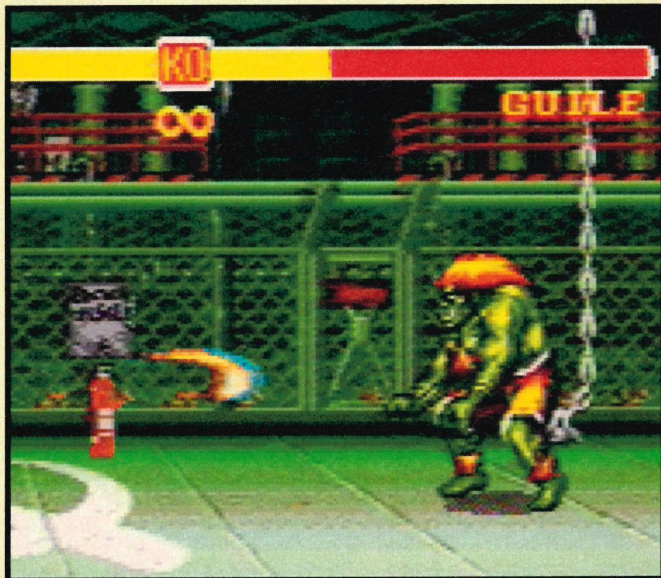


It's also a good move to use right at the start of a fight to catch your opponent off guard. A steady stream of fireballs is a good idea to keep enemies on their toes. Try to master Ryu's new red fireball as it's significantly more potent than the standard.



GUILE

Guile is basically a two-move wonder. He's slow executing his standard moves and so often leaves himself open to attack. Instead you'll need to rely on his specials. Fortunately they're good once you've got the hang of them.



Keep the Sonic Booms coming thick and fast, varying the speeds to confuse your opponent. Eventually he'll have to jump over the booms if he wants to get to you at which point use the Flash Kick. To some extent you'll need to anticipate opponents as the kick takes time to charge up.

Forget about his aerial throw as you need to be in too close. Any opponent worth his salt will kick you out of the sky before you can perform it. Don't be afraid to try throws on the ground however as these can be executed with great speed.

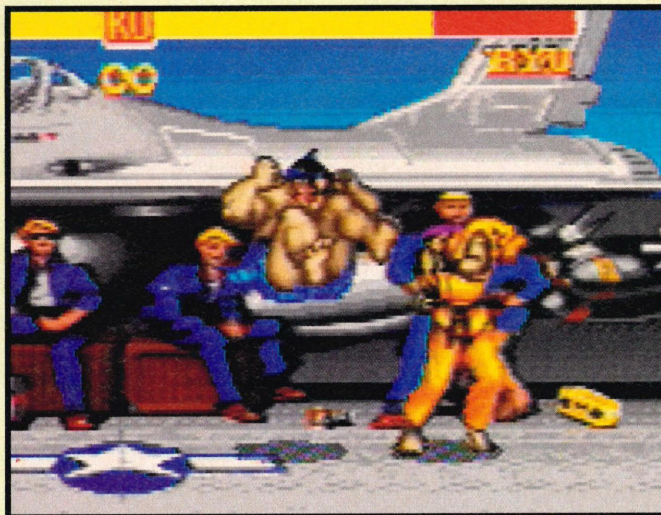


E. HONDA

Regarded in some quarters as one of the game's strongest characters, he's well worth getting to know. A Sumo Headbutt will knock your opponent down then use the 100-hand slap while walking towards him/her. If the opponent tries to jump over your slaps just walk back and they chances are they'll drop right into them once more.



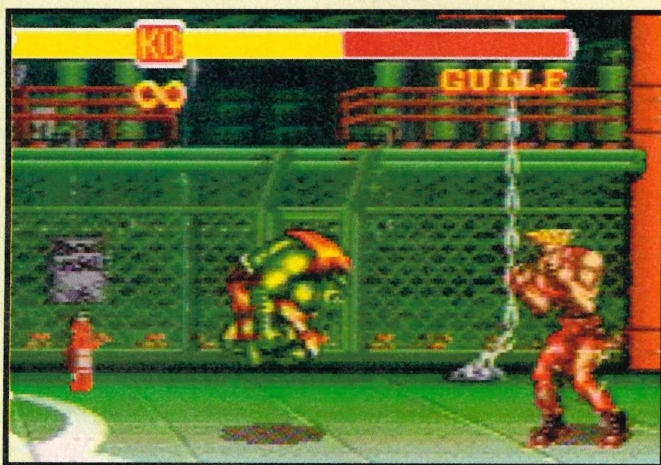
Throw in a few Sumo Smashes as well to really soften up the opposition. The only thing to worry about is fireballs but as long as your blocking's up to scratch you should be all right.



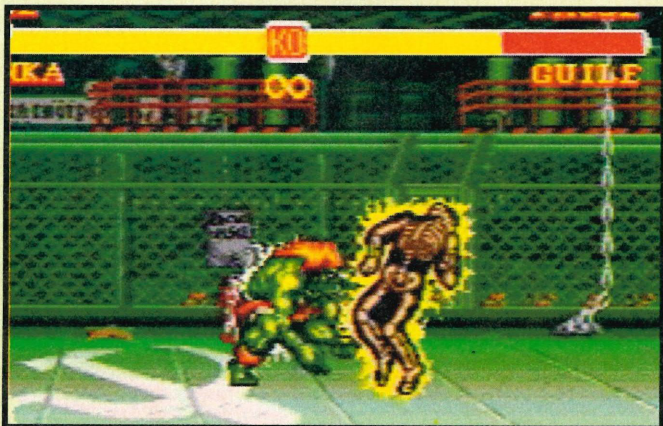
players guide

BLANKA

The beast from Brazil is a good all rounder with effective specials as well as powerful and relatively quick standard moves. His rolling attacks, both vertical and horizontal combine speed with a very large hit radius. Also the crouching strong punch has great range against jumping and standing opponents alike.



Use the electric attack to ward off aerial attacks from slower fighters.



DHALISIM

First thing's first. Dhalsim has a couple of moves not listed under his specials but which are not strictly speaking standard moves either. When in the air pull down and hit kick or punch to perform the spinning kick and headbutt respectively. Follow these up with headbutts to really weaken your opponent.



The teleport move is useful for getting out of tight spots, though it is tough to master. You also need to be careful you don't land yourself in more trouble by materialising right next to a big thrower like Zangief or T. Hawk.



DEE JAY

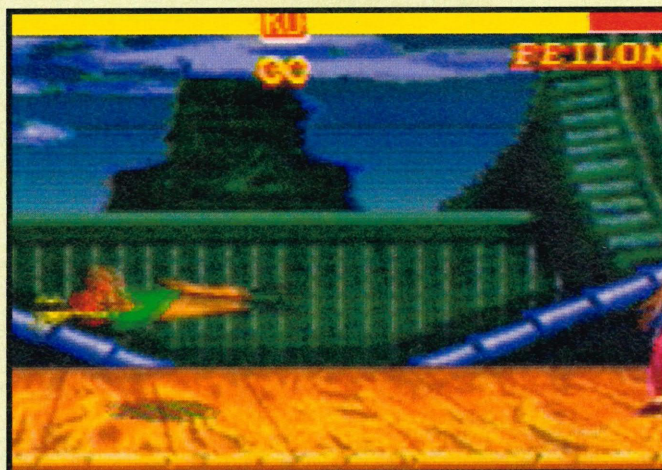


A good hard hitter this chap but unfortunately his moves are rather tricky to pull off as they are all of the hold-for-two-seconds-then-push-opposite variety. The Hyper Fist is basically a super charged uppercut to be used against attacks from above or when toe to toe. The Double Dread Kick isn't so useful as it's a bit too slow, however it's good against stunned enemies. Finally there's the Max Out but as it's so much harder to do than most other fireball moves it's a bit of a pain.



CAMMY

Her swiftness and agility is cancelled out to some extent by her lack of physical power but she's still a useful fighter when mastered. The Front Kick is more or less a Dragon Punch with feet though it doesn't hit as low so it's best only used against jumping opponent or at really close quarters. The Cannon Drill is quite good and scores two hits with heavy kick but if it's blocked you're wide open and will take substantial damage.



Practice until you can use the spinning knuckle at will. It allows you to spin through fireballs, often meaning you can catch the thrower out with a throw or sweeps and punches if he's not close enough. Cammy's aerial throw is very effective as it's so quick. The only character in the game who can out-throw her is Vega.

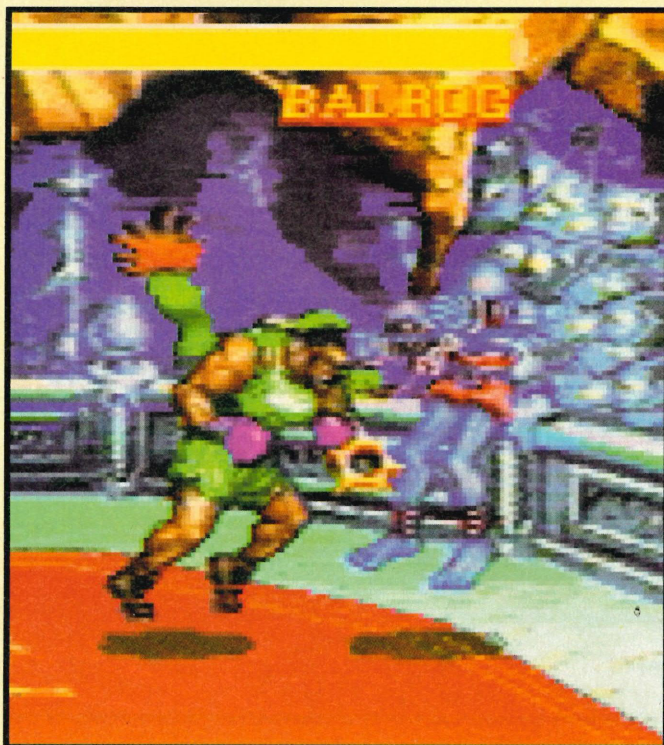


players guide

BALROG

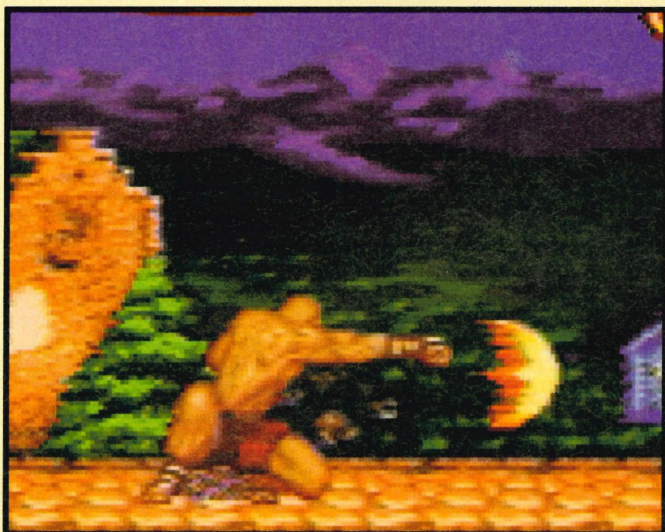


Much maligned in earlier versions of the game (arcade, SNES etc), Balrog has been boosted up for 'Super' with some extra moves but he's still basically a beefcake. Power and muscle come ahead of style and technique. Jump through fireballs and keep the specials coming. Balrog is deceptively quick considering his bulbous frame and a series of powerful special moves can often flatten opponent before they have the chance to get into the fight. The Dash Punch is the best of the lot and the Final Punch can be used for finishing a stunned opponent. Not to be tried in open fighting though.



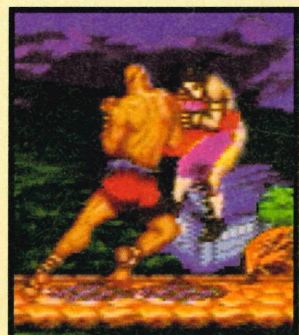
SAGAT

If you come up against Sagat as a computer opponent you'll notice he's very boring. Constant fireballs and a Tiger Uppercut if you get near him. You'll also notice he's very hard to beat, on the higher skill levels at least. And this, friends, is how you should use him. Vary low and high fireballs (for low press kick, for high press punch) and use the uppercut if and when the opponent jumps in.



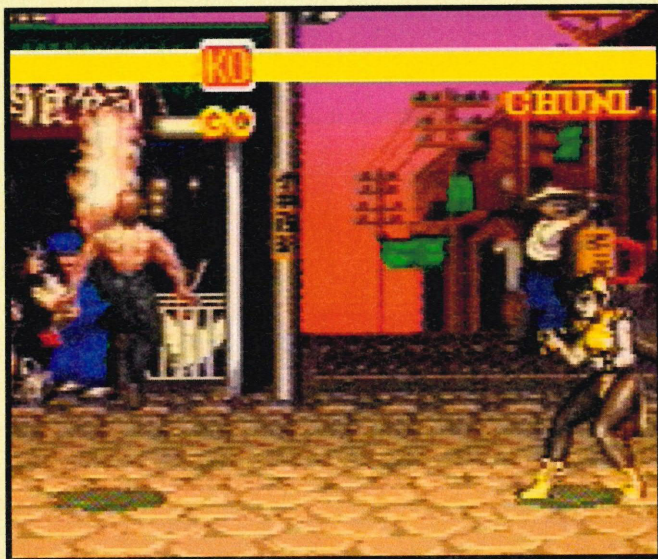
For more variety you might like to experiment with his high kick. It's powerful and has extremely good range due to those long legs.

If you can get your opponent into a stun, throw him, high kick him back into the corner and then use another to take off huge wodge of energy.



FEILONG

Fei Long's a useful if slightly under-powered fighter. His two specials are the Rising Dragon Kick and the Rekka Ken. The Dragon Kick is a counter move rather than an offensive one. The reason being it travels more or less vertically straight up so is best used against jump attacks. However it can be used effectively at close range.



The Rekka Ken is a special with a slight difference. Used once it's little more than a highly-charged punch. However it can be repeated three times in quick succession, resulting in the opponent being floored. Fei can also use his specials to pull off some smart combos. Follow either special with a weak kick or any standard punch.



M. BISON



Some good moves, but you need to be careful as Bison despite the instructions claiming he's 'the greatest Street Fighter in the world.'

The Psycho Crusher is a fine move as you go into a kind of human torpedo and even if your opponent blocks you carry on through, chipping away at his energy bar. The only problem is fireballs and well timed punches can beat it so only use it close in. This way your opponent ought not have time to react.

Head stomps are good too as they are unblockable though dragon punch-style moves will cause a few headaches should you adopt such an approach.

If you use a Scissor Kick, immediately follow it with a sliding sweep as your opponent will not be able to recover in time to block.



players guide

T. HAWK

Being such a big and powerful character with devastating specials, Hawk only has limited standard moves.

His pile driver will whip away half an opponents vitality in one go but it's very hard to execute as you need to spin the pad a full 360°. Lots of practice is the only way.



The hawk is probably the most effective attack, being quick and powerful. Follow it up with a strong kick which can easily catch opponents twice if they're not alert to the danger.

Cornering opponents and pummeling them into the ground is possible but watch out for Dragon Punch-type moves if you employ this tactic.



VEGA



Speed is the key with this guy. He's so fast once you become proficient you become virtually untouchable. The back flip gets you away from fire-balls and the claw dive, though hard to do, is so quick it rarely fails.



Generally it's best to keep moving. If Vega does take hits his energy depletes rapidly and he could get his claw smashed. Vary attacks between specials, flying kicks and punches, jumping or somersaulting away between each assault. The sliding sweep is deadly and very quick against opponents standing up or how about the vicious aerial throw?! Also try rolling to move across the screen faster.



CHUN LI



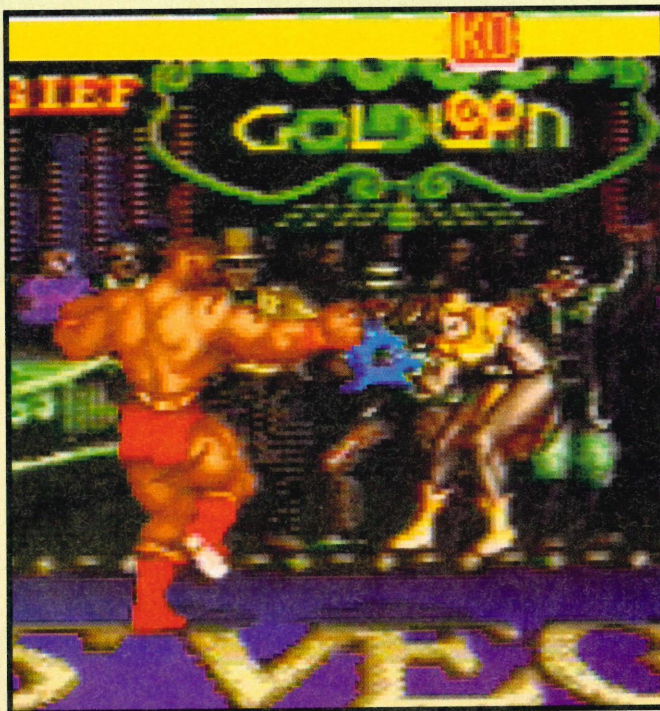
Her strength lies in her aerial attacks but these must be well timed or you'll keep getting picked off by Dragon Punches, Flash Kicks and other similar moves. Bouncing off the edge of the screen is a technique which needs to be mastered. You'll then be able to perform the head stomp which isn't excessively powerful but it does disorientate your adversary.



The fireball is often a good way of distracting opponents prior to a jumping attack. The Spinning Bird Kick however should only be used against stunned opponents. It's too easy to avoid and leaves her wide open to a counter attack.

She does have one of the most effective in-close moves in the game — the 100-foot kick. Even against a blocking opponent this will take off a large chunk of energy. Also use lots of sweeps.

ZANGIEF



Completing the game as this guy is no mean feat for anyone. The problem is that all his best moves require him to be in close but he's so lumbering nipper characters can usually jump away and pick him off at range.

Loads of low kicks are your best bet as a good percentage will get through even when the opponent is blocking. The Spinning Punch while walking towards the opponent is another good strategy.

Alternatively use a flying kick followed by a series of leg sweeps to drive characters into the corner where Zangief's at his most effective.

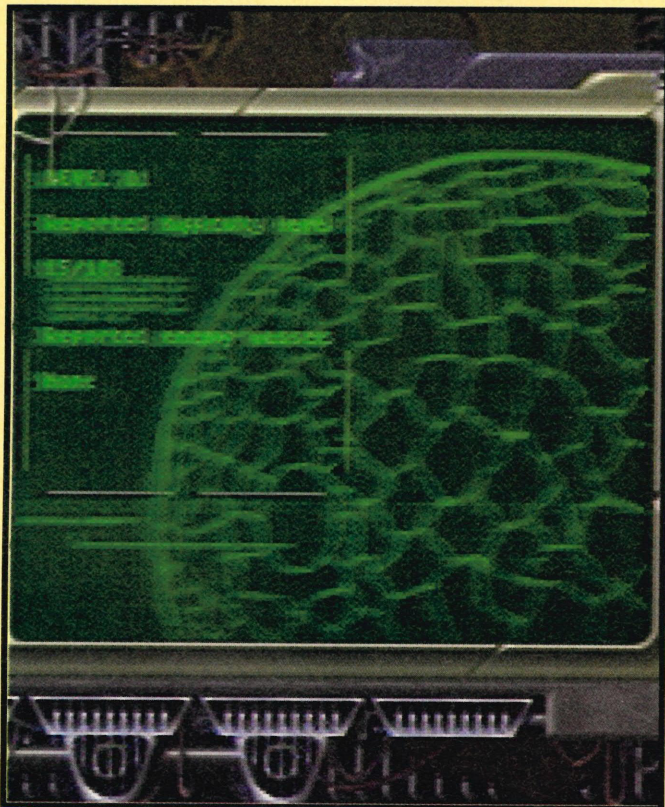


Super Stardust

tips

We here at ACG like the boys at Team 17; we really do. The only problem is that they tend to make their games a little bit on the tough side. Super Stardust isn't exempt from this brand, and so we present the first in a series of player's guides for this exception, if tough, asteroids-type shoot-'em-up.

Super Stardust is an excellent game; the only problem with it is that it's a little difficult. These tips are aimed at being able to guide you through the first few levels of the game without too much bother. Subsequent parts will give you the knowledge that you need to get through to the end of the game without too many problems.

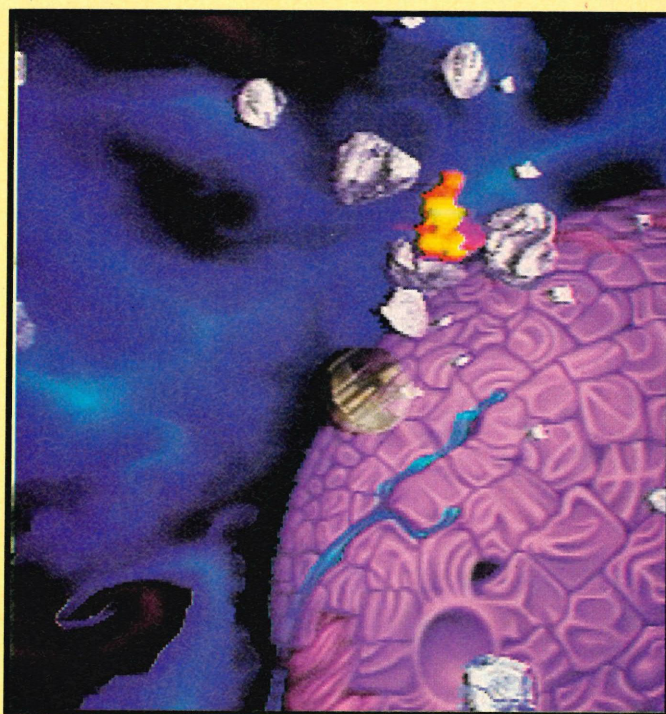


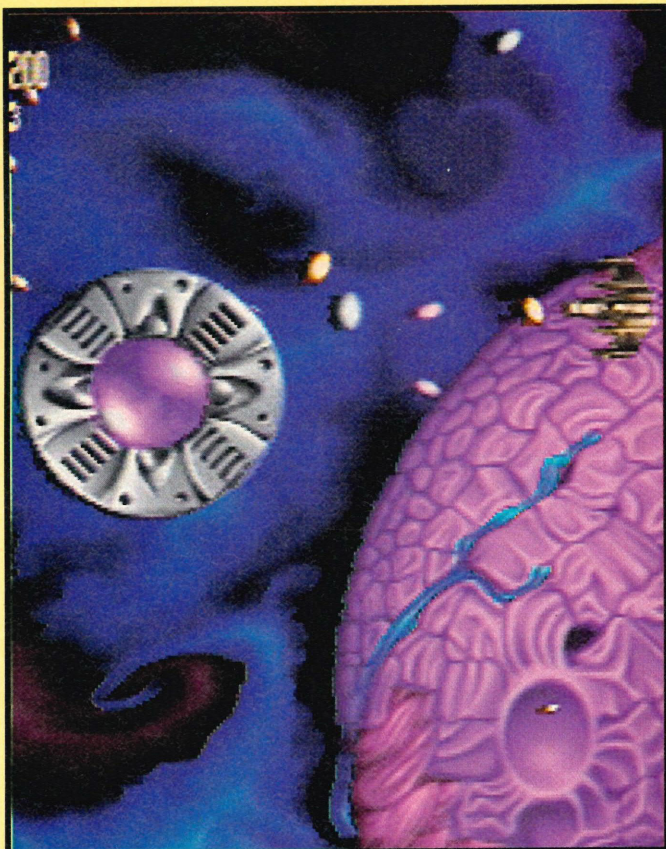
The key to Super Stardust is weapons. The terrible little 3-Way you start with is about as much use as an ashtray on a motorbike. Unfortunately, you're stuck with it for the time being, but always remember to channel the power-ups to a new weapon when you get one.

The most important icons to collect in the game are the 'G' (weapon power-up) icon, the 'E' icon (engine boost), the 'S' icon (shield boost) and the heart icon, which increases your energy. Ignore all the others unless you have a clear run at them; most of the time they'll just get you into trouble and give you no return on your investment.



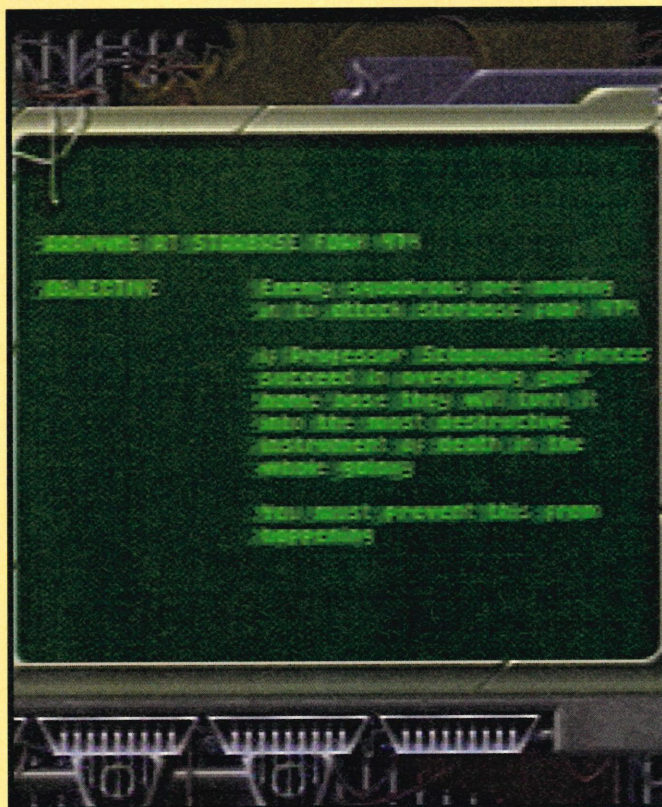
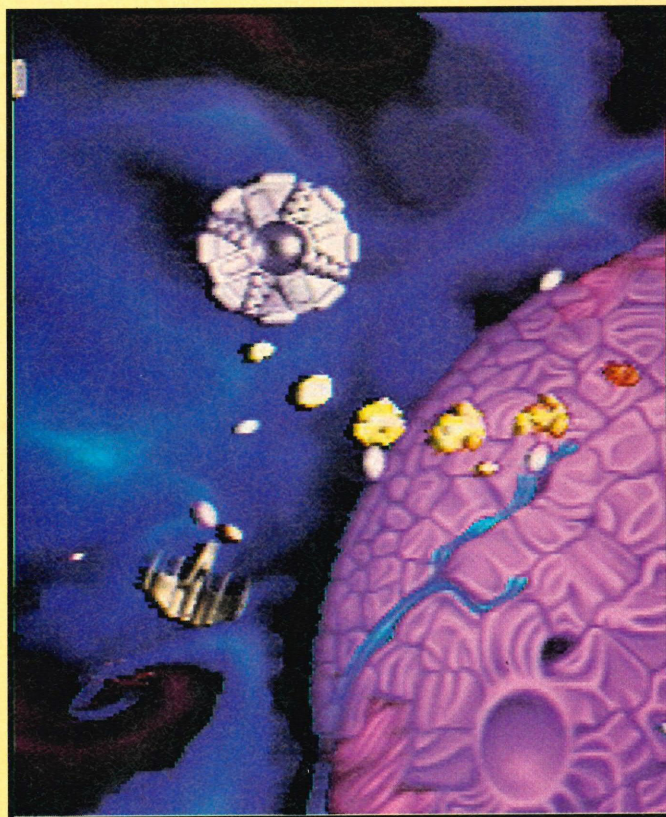
Each level does not have to be tackled in sequence. The stag-by-stage walk-through later gives you one way to do it, but this is not a hard and fast rule. The only thing you should keep in mind is that the easier levels are great for picking power-ups, while the harder levels should only be attempted when you have the weaponry to beat them.





Make sure you start the game with the 'Lives' option set to five. This cannot be changed after you have started a game, and the password system keeps track of your lives as well as your weapons.

The shield should only be used in an absolute emergency. Get used to using your thrusters to navigate your way around the asteroids, rather than bouncing off them. This will only lead to you rocketing around the screen like some demented pinball and will undoubtedly be painful for you in the end.



Level One - Password AAAAAAAAAAAAAA

The first few stages of this level are supposed to allow you to power-up your weapons in preparation for the later levels. The only problem is that the designers didn't take into account that they're bloody hard. The best stage sequence to tackle this level is; 5, 6, 2, 1, 3, 4. This will allow you to pick up the first weapon (the Bouncer gun) and power it up before you reach the first guardian.

players guide

This guardian is pretty easy; when you know how to beat him, of course. Keep away from it while the saucer is flying around the screen, and when it stops, start firing. Your bullets will hit it as soon as he drops his shield. Keep this up for a while and get ready with the shield button for when the saucer emits its machine-gun fire. Repeat this a few times to kill him without too much bother.



The Warp Tunnels are the most tricky part of Super Stardust, but there's an easy way to get through the first few without killing yourself repeatedly. The trick is to stay at the bottom of the tunnel, and only avoid objects by moving left or right. Occasionally, you'll have to move up the screen, but as soon as you've gone past the mine, then go straight to the bottom of the screen again. Also, don't take your finger off the fire button!

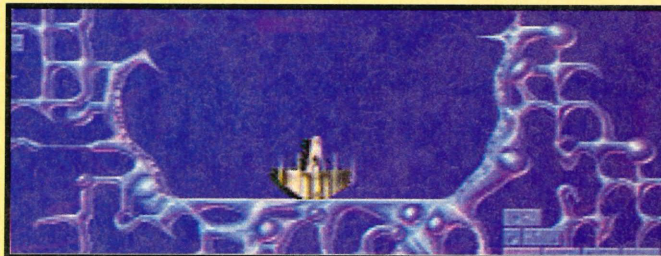


level 2 - Password BCRUAAAAEBU

This level is pretty similar to the first. Take the stages in this order; 8, 11, 12, 10, 7, 9. There are a few tough levels, such as the Bomber level, but these are easily mastered once you know how. Avoid the Bomber when they come on screen and shoot as many of the mines as possible. When they blow up, flick your shield on and off to get the most protection without expending too much energy.

The Space Worm stage is just as easy. The worm will follow around the screen, and it can only be hurt by a shot from the rear or the sides. Keep heading across the screen and firing at the rear of the worm; your shots will scroll around to the other side of the screen and kill him easily.

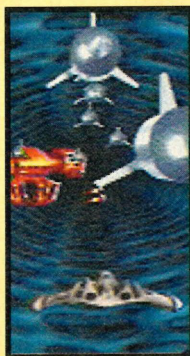
The guardian for this level is a little bit more difficult, and it's spinning Morning Star arms can cause some serious damage. The only real way is to keep your distance and keep plugging away at him. Use your shield when he gets too close and you should have little problem with this spiked monstrosity.



SUPER STARDUST

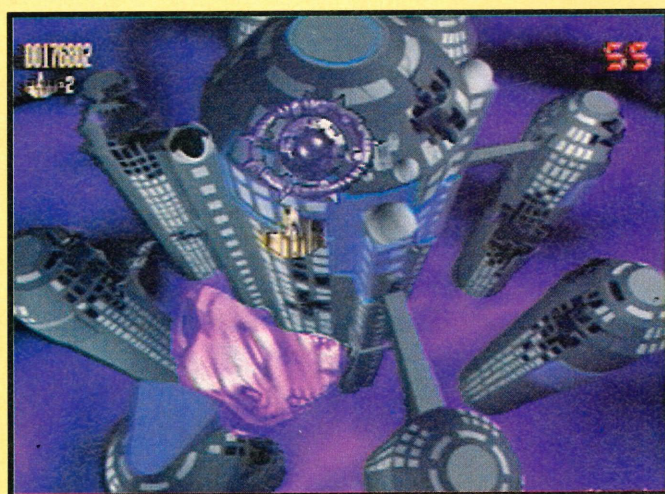
Water Level

This level is riddled with extra lives, but navigating the underwater maze is a little tricky until you get the hang of the controls. The thrust button will move you upwards against what we assume) is the planet's gravity. Delicate use of the thrusters is advised; go too fast and you won't be able to stop yourself from crashing into the walls.



Warp Level 2

The same strategy is used for the second warp tunnel, but you have the added difficulty of a rather annoying guardian about a third of the way through. Keep on firing and make fast circles around the tunnel when he fires his salvo of missiles. The missiles will track you, but as long as you keep moving, you can keep the damage to a minimum.

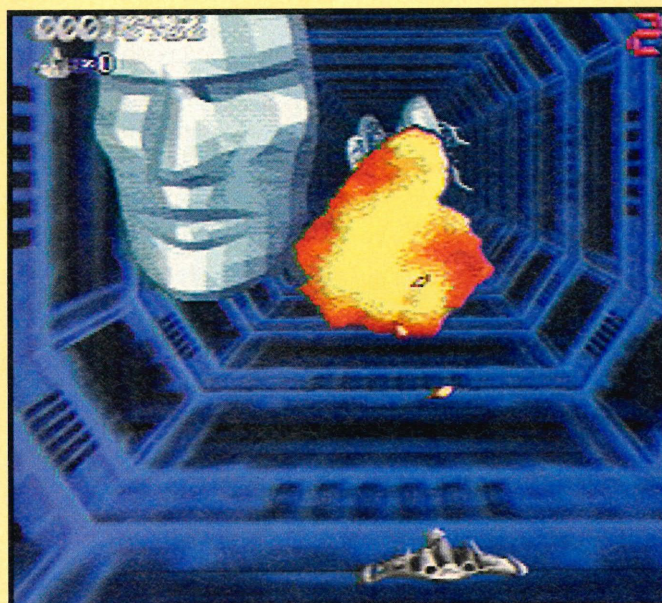


Level 3 Password - CBRUTAAAGEG

This is the level when things start to get really tough. Complete the stages in the order of 18, 14, 17, 15, 16, 13 to gain maximum weapons and power-ups. There are only two really difficult stages, and these need to be tackled last to stand any chance of completing the level. The Predator level is a real toughie, simply because the ship in question remains invisible and invincible for a good proportion of the time, and is very difficult to see (actually, it's not completely invisible, but you can just see it against the background). Keep still and get ready with your shields because it fires homing missiles which can do a lot of damage.

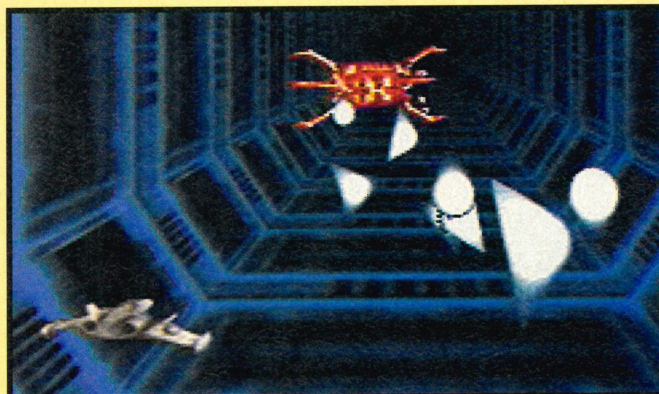
The other difficult level contains the ship known only as the 'Whopper'. This is a pig if left alone, so the only way to complete the stage with the minimum of fuss is to take it out first. Keep firing and get ready to use your shields when it tries to ram you.

By now, you should have the Flamer weapon and have it pretty well charged up. Select this for the guardian. Its three cannons revolve around a circular body and converge on your ship. Use your shields to manoeuvre around and keep your finger on the fire button until they're all gone!



Warp Tunnel 3

This tunnel is much more difficult than the previous two. The mines in this tunnel bounce around the walls, making our previous tactic pretty useless, but it does sometimes work. The bouncing crab (we can't find a better name for the tunnel guardian!) is a real pain in the proverbial! If it touches you, then you're instantly dead. Avoid it like the plague and pray for a bit of luck!



Well, we've run out of room for this month, so you'll have to get practising ready for the next part in the next issue of CD32 Gamer.

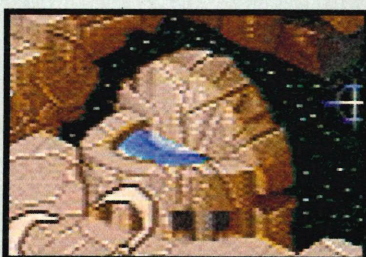
Heimdall || Part two

Right then, where did we get up to? Oh yeah, right near the end. I bet that's been driving you all up the wall. So close and yet so far, eh? Well, don't worry yourselves, over the next couple of pages you'll find the last few steps that'll lead you to the final and bloody conclusion of Cores colossal game.

So, we're at Sho Ker'yn and we've just made our way across the tiles. Right, well from here go and kill the doubles of Heimdall and Ursha. They're pretty tough characters, but armed with a few arrows and some health potions, you shouldn't have too much trouble. Afterwards, walk through the gate and on to the room adjacent. Here you'll find a Ro'geld and the shadow of a character. To collect the Ro'geld turn around



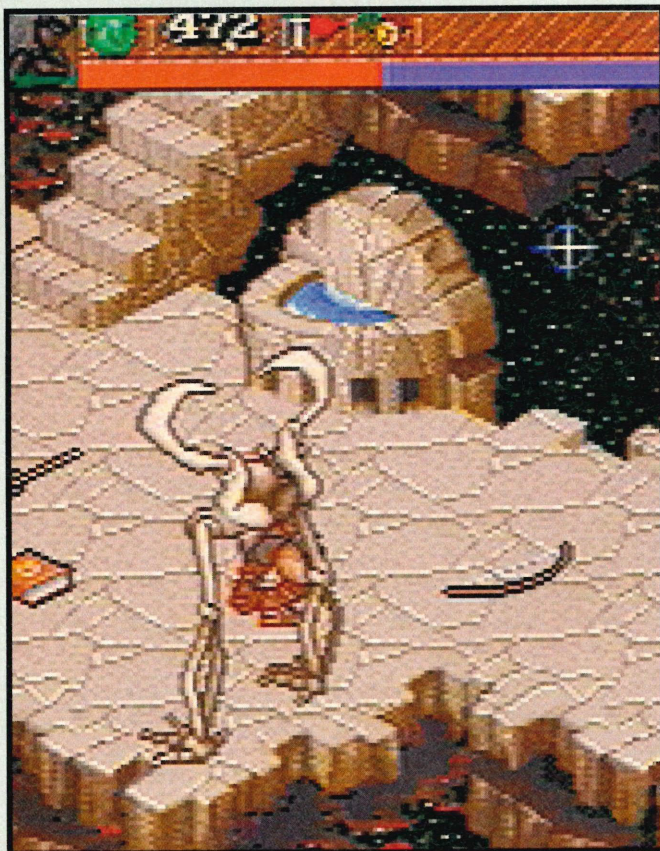
so that the shadow faces it, now press fire. Voila! The Ro'geld is yours. Once the Ro'geld is safely in your possession, leave the



area and go into the room where you come across a Dakta. Kill it, then chop the rope that is hanging on the wall nearby. Done it? Right, now walk across the wooden plank into Ashok's room.

Ashok - the bane of your life, the cause of your quest - finally stands before you. Unfortunately, the buggers invisible, which makes killing him pretty tough. Never fear though, just throw the Ro'geld at him. There, that wasn't too hard, was it? It ain't over yet though. Turn around and walk into Loki's room. Here the final and bloody confrontation





awaits. To triumph players will have to utilise all the skill and guile they've learned during the game, but even that might not be enough! Good luck, you're gonna need it!



Lunar-C

Security Zone	MEBBHKSBAL
Cooling Chamber	MFDCRHOCCS
Energy Duct	WJRICCDFEU
Mystery Code	BYLERAI

Super Stardust

BZZZZZZZZZZB	Warp 1+25 lives+full power-ups
CXZZXZWWQS	Warp 2+20 lives
DWZZZWZTTLD	Warp 3+15 lives
ENZZTZALPO	Warp 4+10 lives
ZZZZZZZZZZZ	Cheat mode+35 lives

Deep Core

Cheat Mode

Start the game as normal, then hold down the red, green, blue and yellow buttons at the same time. Now press up and hold down the green, yellow and blue buttons. A whooshing sound will indicate if you have successfully activated the cheat mode.

Cannon Fodder

Cheat Screen

Plug a mouse into the CD32 and click on the load option. Now hold down both mouse buttons to enter the cheat screen. Simple, eh?

Flink

Cheat screen

Start the game as normal, then crouch down and press pause. With pause still on, press right, right, right, left, left, left, right, right, left, left, right, left to bring up a cheat option.



The Clue



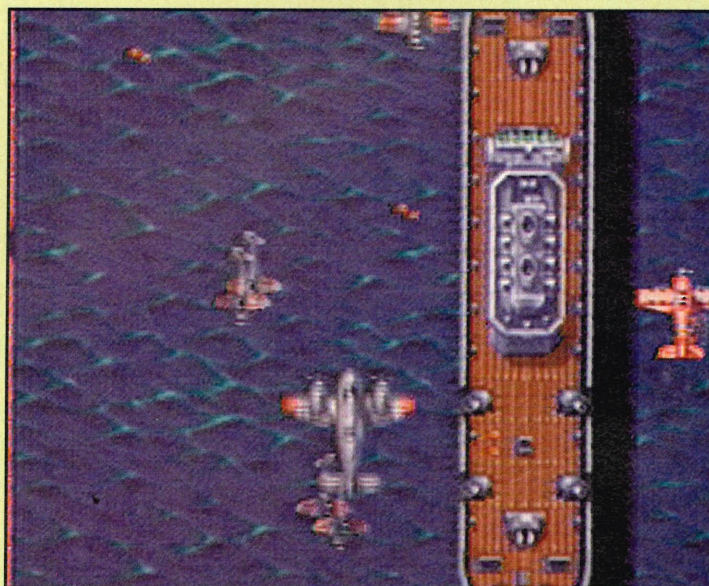
Level Codes:

290272
030673
145367
823264
253153
569875
028074
361791
477321
786186

Banshee

Gore mode

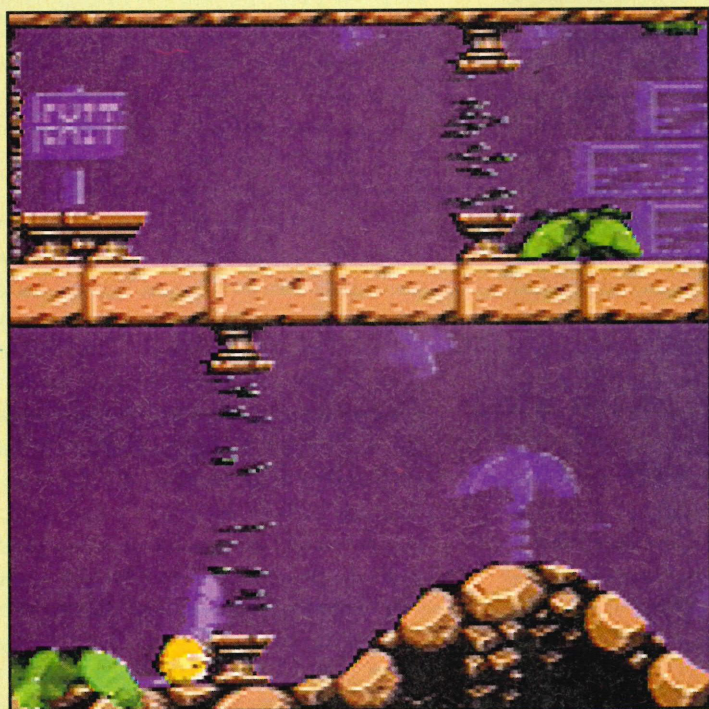
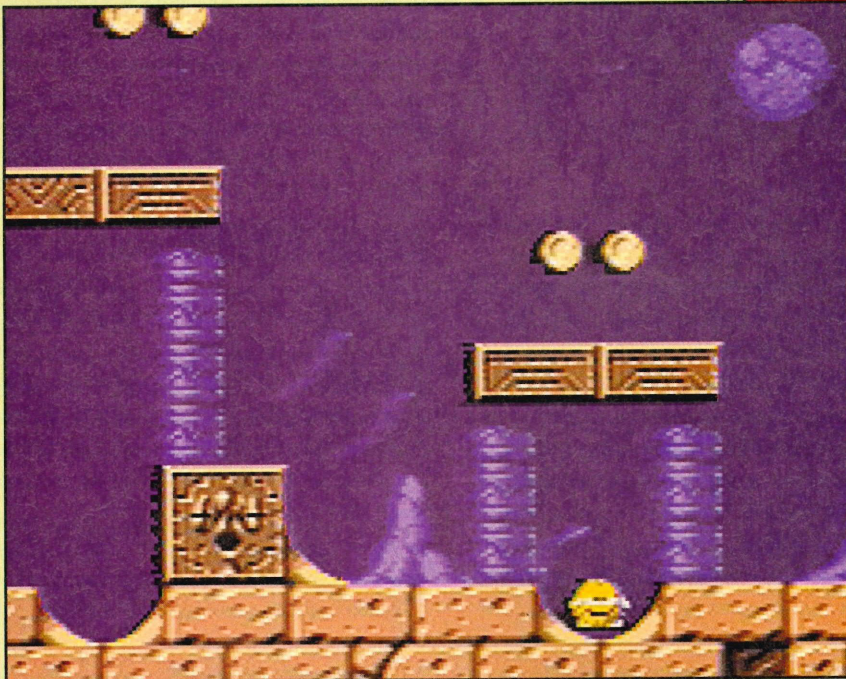
Play the game as normal until you get a high-score on the screen, then enter your name as 'Mary Whitehouse'. Alternatively, for an invincibility cheat enter your name as 'Kannijade Krew'. This cheat will also allow you to skip levels by holding down the Left and Right shoulder buttons.



Fury of the Furries

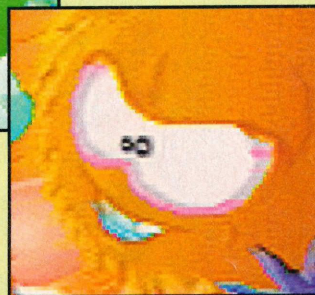
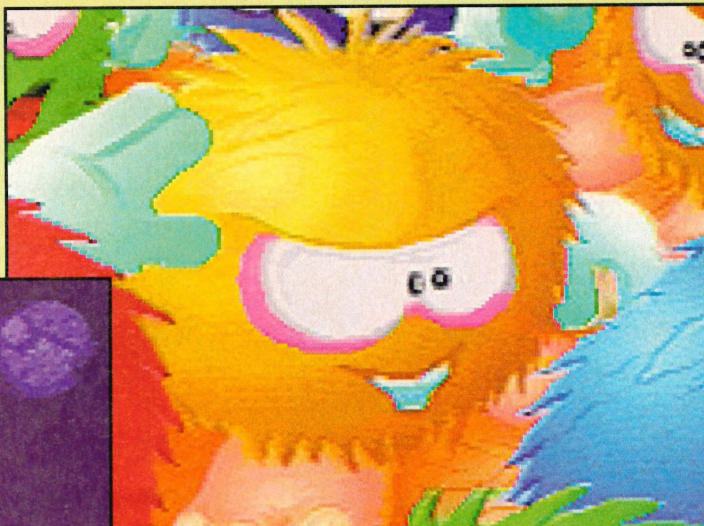
Level Select

On the title screen hold down the blue, yellow and green buttons and spin the controller anti-clockwise 7 times. This will activate a level select cheat.



Liberation

On mission one, just before you rescue the first captive, save the game. Now, as soon as you have rescued him and moved on to mission 2, reload the game and rescue him again. Now, when you finish the level you'll be on level three. Redo this until you are on the level you desire.



Impossible Mission 2025

Codes to get you through all those lovely levels of the game.

Car Park
ETQFJXXD
EXQEJXDC

Office Zone
FBQDDXRE
FFQCVXIA
FJQCHXOM

Industrial
FNQAYXHI
FRQYCXVL
FUQTBXQE

Computer Centre
FYQOPXEF
GCQCRXWB
GGQKTXVF

Construction Area
GKQJYXDI
GOQJFXBK
GSQFDXZA



mail Section



It's nearing Christmas time but still I'm awaiting the good cheer of the festive season to make its way onto the letters pages. Come on everybody. Let's not wallow in self-pity. We're not Jaguar owners you know! Okay, so not everyone's a moaner but the trend seems to be one of pessimism. Tell you what. Why not write in and tell us what you think of the new look. Or what there is anyway. Is it more 'now'. As the CD32 enters a new era so does you numero uno mag. We've been in a period of transition for some time now (God I'm getting boring) but that, you can't help but sense, is coming to an end. So let's have some smiles, eh!

.....


Great mag guys! I've never felt compelled to write to a magazine before now, but after reading CD32 Gamer for the past few months, I thought I'd drop you a line to raise a small gripe I have with the magazine industry in general.

Why is it that very few of the games magazines nowadays have female staff members? Being a member of the afore mentioned gender myself and being a keen user of computers and games consoles for many years, I have yet to see a mag with a decent complement of women involved with its production.

I'm not trying to accuse you all of being sexist, but it makes me wonder. Do you get many applications from female writers, or is the magazine and game industry predominantly male-orientated? I would like to hear your views on this matter, but please don't think I'm angry with you guys. Keep up the good work!

Sarah Wells, Cambridge


Sadly, Sarah, the magazine industry is very much male-dominated. This is no one's fault, mind you; we very rarely get an application from a female journo. While we'd all like to see more women in magazines, they just aren't around. In other words; get writing, girls!



I'm having a problem with my CD32. Whenever I first start to play with it, everything is fine. After about an hour or so, the screen starts to judder and then the machine crashes and it won't work again for another couple of hours. The problem has steadily been getting worse over the past few weeks, and nothing seems to work. I've tried changing the power supply to no avail, and my local computer shop doesn't repair CD32s. Please help!

Anon...

It sounds like you're having an overheating problem. If you continue to use your CD32 in this state. Locate a computer shop that can get your CD32 sent away for repair, or it could work out to be very expensive indeed!



I've come up with some suggestions for improving an already great mag; I hope you will find them useful.

Quite a few people have been writing in about linking their CD32 to an Amiga. Why don't you run a comparison feature on the two most popular methods i.e. Network CD (with a serial cable) and Communicator 3. This would help all you struggling readers out there. If you explain how each system works and highlight each of their good and bad points, it would be most helpful (and cool!).

I've also noticed that you've been neglecting the PD side of things. You have only reviewed two of the masses of PD CDs out there - could you review a few more? (List included, but it's quite long and rather boring!)

Finally, how about expanding the index to six pages, thus allowing room for screenshots of games and the odd CDTV game?

Howard Knibbs, Wiltshire

P.S How about putting finished, but unreleased games on the special issues i.e. Megarace, Cyberwar and Lost Eden? I for one would be willing to pay £9.99 for a special issue if the game was worth it.

Thanks for the comments, Howard. I like the idea of the comparison feature, and will give it a little thought. Getting hold of the little blighters may take some time, I mean, these companies unfortunately don't just give these things away (nope, not even for magazine coverage. Shame eh?). However, we have started to trawl through the back catalogue of CD32 titles, with a beat-'em-up feature this issue, so that's a start. Not exactly the one you were looking for, but I'll certainly look into it.

If any more of our readers would like to see something in particular in the magazine, then please feel free to write in and suggest it. We're fairly amiable types and we'll look at any suggestions. Take note, we can't guarantee the return of unsyndicated articles though.

As far as the PD issue is concerned, turn your attention to this issue and you will see you wish fulfilled. PD has long been the stable blood of the Amiga and goes back to the days of Demo Crews and superior PD games. We haven't been neglecting it at all (In actual fact, the cover CD features more PD than ever before); it's just that, for once, some software publishers have actually been releasing some games, and in our small-ish mag, pages are worth their weight in gold. The same goes for your suggestion about the A-Z; we simply can't afford the extra space needed to expand this section to include screenshots, and the semi-regular CDTV section of the mag covers any fully-compatible games.

P.S I don't think the publishers in question would like it too much if we released their games before they did! I think they'd like it even less if we released them at a 50% discount!

P.P.S Don't hold your breath for Cyberwar or Lost Eden, mate!



What happened to the promise of FMV games? I was one of the many people who rushed out and bought an FMV cart when they first became available with the hope of seeing great games like Burn Cycle become available. What happened to them? I've had to be content with watching badly encoded Video-CDs and sheeling out a premium price for them! Can you shed any light on this distinct lack of titles?
Donald Keys, Southampton

Indeed, what did happen to ALL the games that we were promised for the CD32? Not a month goes by in the CD32 office where we don't hear of at least two or three games being 'indefinitely postponed' (i.e. cancelled) due to lack of market interest. It's a sad world, but many publishers just don't feel that there is a market available anymore for CD32 games, even though there are literally then of thousands of us in the country, not to mention around the world. The FMV games have suffered a similar fate; not enough CD32 owners bought the FMV cart, and ergo, the market isn't there (or so they say). With Escom planning a massive re-design and re-launch of the CD32 (see last issue), then hopefully things will pick up. Until then, I'm afraid you're going to have to keep watching your Video-CDs!



I have written a game on my Amiga 1200 and I want to know how difficult it would be to release it on CD. I have tried it on a friend's Amiga with his CD drive attached, and it works perfectly. Does this mean that it would work from a CD? I would send it into a publishing company, but I want to make a name for myself first and possibly start my own company when I leave school.

I would appreciate it if you would help me, and I promise that I'll give ACG a playable demo if I pull it off!

Name and Address withheld on request

The bad news is that mastering, marketing and selling your own game is now prohibitively expensive. You could get a CD master cut for a few hundred pounds (There are many small companies around the country which will do this for you), but the real cost in selling a game is the marketing. You have to take into consideration that cost of advertising, packaging and printing into your sums. Once you have done this, you'll find that you have to sell a lot of copies of your game just to break even.

My best advice is to send it to a publisher with a covering letter (make sure you send it by registered post) and include any relevant details on the game. Also include a small break-down of the design and how it was written, but don't be surprised if you get turned down; just keep trying and good luck to you.

P.S We'll take you up on the offer of a playable demo if you'd be so kind as to send it in!



I know that the state of CD32 software is at an all-time low at the moment, but I've come up with an idea that I'm sure many companies have already thought of, but are putting it off as a last result. I thought that if I wrote to you and they read my letter (which I hope you will print), they may sit up and take notice.

Many of the publishers of CD32 games have been around for ages on the Amiga, and no doubt hold a massive back-catalogue of Amiga titles. Why don't they release some of these as budget compilations (the PC lot have been doing it for years with lots of success) for the CD32. I understand that not all of the old games will work on the CD32, but surely it will only take a little tweaking for them to work perfectly. End result? The publishers make some money for old rope, we get a whole bunch of new games to play and everyone's happy as a Frenchman who just moved next to a brothel (erm, what's a ... Frenchman? Miles).

Alternatively, there are loads of PD authors who are showing great promise on the Amiga. Maybe they should hire a few of these guys to write software for them. You never know; they might have a few good ideas up their sleeves!

Stewart Turner, Lychett Matravis

Not a bad idea, Stewart. The only problem I can foresee is the dreaded CD32 controller. As we all know from bitter experience, it's a little fussy about what Amiga games it wants to work with, and while it's true that newer Amiga games are specially written to support the controller, earlier games may have great difficulties with it. We can only print your letter, sit back and wait. Maybe someone out there will take notice and try your idea.



I'm fed up to the back teeth of all the hype about so called 'next generation' games consoles. Every magazine I pick up is full of articles licking the arses of Sega and Sony and saying how brilliant everything they do is, but I for one am not convinced. The Saturn is a 32-bit CD console and correct me if I'm wrong, but hasn't there been such a thing around for about two years now?

Surely if it has the same spec as this new machine the CD32 should be capable of emulating Saturn titles.

If this is the case, why don't developers put more time into developing the kind of games on these new formats. I'm sure Daytona or Tekken variants would be massive sellers and also encourage more people to buy CD32s when Amiga Technologies relaunch the machine next year.

Which leads me on to my next point. Why are they waiting until after Christmas to put the new machine out? Can't they see that far more money is going to be spent on hardware for presents than it will be in the following spring? If people see the CD32 on the shelves next to PlayStations and Saturns for, say, £100 less they might be prepared to give it a go.

I hope you can explain these things to me or put me right if I've got the wrong end of the stick as I'm very confused and irritated by the constant rumour and hype.

Mark Lyle, Cardiff

Sadly, Mark, it's not just the power of the processor that gives a console its strength. Both the Saturn and the Playstation make heavy use of custom-designed chips and hardware to enable them to play such ground-breaking games as

Tekken. The CD32 may have a lot of power in itself, but sadly there just isn't enough main processing muscle in it's lowly 68000 processor to keep up. All of the new consoles are now using RISC (Reduced Instruction Set Chip) chips which provide the console with far more power. Considering the 68000 chip has been around for ages, I don't think the CD32 does too badly at all.

As far as Amiga Tech goes, they're completely redesigning the machine from top to bottom, and this is gonna take some time. Be patient, and every thing will come good in the end.



I've heard a rumour and I'd just like you to shed some light on it if you can. Is it true that when the CD32 is relaunched it's going to be completely redesigned? I heard this would not only include the exterior but also the hardware and workings inside. I was a bit worried as this might lead to incompatibility of existing software. One of the big selling points of the machine must be the fact there's so much software already out there including loads at very cheap prices. However if people are afraid of games not working they're less likely to go out and buy the new machine until there's enough specific software out there for it.

If on the other hand this isn't going to affect compatibility then why bother changing things for the sake of it. Or am I just being stupid? Please help.

Carl Logan, Macclesfield

Humm. Timing is of the essence today! If you read the letter above, Carl, you'll see that the rumour you've heard is completely true. As far as the extent of the redesigning, we can't be positive about its impact on compatibility, but I'm sure Amiga Tech and Escom won't want to put the new machine's life at risk like Commodore did with the Amiga 500+.



I love your mag but I've come up with a few ideas how I think you could improve it even more. So here they are...

1. More reviews. I've noticed there's only one or two full price games each issue these days.

2. More competitions. The ones you have are good but perhaps two or three per issue would allow people with not much cash (i.e. me) to have more chance of getting hold of the latest releases.

3. Get rid of the A-Z. It takes up four whole pages which could be used for more great reviews and features. It's the same every month anyway.

4. More mini-tips and fun cheats to make games more interesting once you've finished them. I've got

loads of games which I never play 'cos I've finished them and it's boring doing the same stuff over and over again.

5. The slide shows are a good idea if you can't get moving demos because they give more of an idea of how the game actually looks in real life than screenshots. The problem is it takes too long to load up each picture.

I hope you like my suggestions but don't take it the wrong way.

Maria Cope, Six Ashes

Well, Maria, here goes:

1. We'd make the magazine full of reviews if we could, but as publishers are dropping the development of more and more games every day, this is gonna be a bit tough.

2. Ditto. Publishers aren't going to hand out freebies to mags when they haven't got a product to promote. We try and get at least one compo an issue; any more would be more or less impossible.

3. The A-Z is one of the most applauded sections of the magazine. Many people have written to us saying that it is an invaluable guide to buying software, so there!

4. Your wish is my command. Expect more small tips, starting with this issue.

5. As I mentioned before, lack of software means lack of demos. Publishers aren't willing at the moment to put the extra time and effort into producing a demo for our cover CD. The slideshows will continue, however, until we find a way of producing tidier movies.



I just purchased the latest issue of your glorious publication (No. 17) and was well chuffed to see your review of my favourite arcade game ever, namely Super Street Fighter 2. However, as I read I became somewhat disillusioned. Surely it's better than the acutely average Shadow Fighter. Other reviews I've seen seem to think so yet you gave it a far lower review score.

Please reassure a desperate chap that life's worth carrying on!

Marcus Owen, County Cork

If you flick to the Beat-'em-up feature in this very issue, then you'll notice that SSFII came out tops against all the other CD32 beat-'em-ups available at the moment. I think Jon was in a little bit of a bad mood when he reviewed it, and time will do a lot of things to a Journo's mind.



The most amazing thing happened to me today. I walked into the office where I work and there were all these magazines all over the place. I picked one up and started reading it and couldn't believe the standard of journalism, design and general greatness. Then, shock, I realised I was in it! Can this be true? I must have done something pretty great in a past life to have earned fortune like this? Anyway thanks for listening, but I have work to do. See yers later!

Jon Evans, Paignton

Errm. Jon, get on with some ruddy work!ere's



Ha little poem for all at CD32 Gamer. Consoles come and consoles go, Like seasons of the year, But unlike winter, spring and all,

More we never hear,
Yet even through the bad times,
With no games to review,
You gave us a all good hope and cheer,
For the CD32,
And now the future's brighter,
A relaunch on the way(mer),
Soon we'll all be well again,
Just like CD32 Gamer

Paul Nicholls, Chester

Is this a first? A poem from a reader! It must be, and it's pretty damn sad, as well! Thanks for the loyalty, Paul. You will be rewarded in heaven one day...



First of all I just want to say congratulations on a fine magazine. With so few titles being released I don't know how you manage to put out a mag at all, let alone such a cool one! Anyway, enough mindless quibbling, I'm writing because of a little query I have. My younger sister has a SNES (poor child) and subscribes to Super Gamer and also, occasionally gets a copy of Gamesworld. Nothing strange in that you might think, but as I was glancing through the editorial pages, when who oh who should I come across?

None other than the CD32 Gamer crew. Well, unless there's two identical Miles' and two extraordinarily similar Jons in this world, I can only assume it was you guys. What were you doing in these sub-standard mags? I thought you lot just worked on CD32 Gamer? Do you really work on three different mags each month? Or is it all ghost-written for you?

If you do, it must be bloody hard work! By the way, something else I thought I'd mention, did you know that, in iss 16 of the mag, there was a piccie of Pamela Anderson. In the background of one of the pictures in the 'How Do They Do That' feature (which was really funny) there she was, in all her glory! I just bet that was Miles' desk! Still, there's nothing wrong with a few pictures on the wall, is there lads?

Anyway, enough from me, I've just bought Shadow Fighter, so I'm off to kick some ass. Keep up the good work lads and cheers for supporting the CD32.

Yeah, the lack of software is the bane of our lives, but we pride ourselves on still being able to produce an interesting read. As for Super Gamer and Gamesworld, yeah, it's a fair cop, it is us. CD32 Gamer is our main, time-consuming passion, but we have been known to help out on some other mags - although none of them come up to the same standard as this prestigious read.

As for the picture of Pamela Anderson, you're right, who else could it be except er, me? My desk is a glorious shrine to the Baywatch Belle. I'm told I'm under some illusion that one day she's gonna wake up and realise that I'm the rocker she wants to tango with. Sad, hey?

Hi guy's, I'm just writing to say that I think the magazine is brilliant. Anyone complaining about the lack of reviews should be rounded up, lined up against a wall and shot. It ain't your fault if there's nobody's releasing anything and it's about time those whining moaners gave you a break. So to restore your faith in average CD32 owners, I just wanna say I think the mag is brill and even if there's only one review a month, it's better than bloody none. Right?

Thanks for the support. It's nice to know somebody still appreciates the mag. We've had a lot of people writing in, criticising and blaming us for the fact there's very few reviews. But short of actually writing the games ourselves, there's absolutely sweet FA we can do about it. I don't want to jump on anybody's soapbox, but we do our best to encourage and persuade software companies to release their products on the CD32. At the end of the day though, it's up to you lot to persuade them. If you all go out and buy games and prove to these companies that they can make money - then they'll be a lot more willing to release stuff. So go and

break open that piggy bank and start splashing some dosh!

I have been a fan of the magazine since issue 1 and have chosen to stick with the inconsistent CD32 through its current rough times.

I received my CD32 as a Christmas present way back in 1993 and am very disappointed with the lack of quality releases for the machine. I hope that soon, Escom will announce dates of a CD32 re-release and do everything in their power to make the CD32 a serious contender.

Anyway, I recently read in issue 15 that you would like anyone with suggestions for the magazine to forward them to you. Well I think you should definitely include a pen-pals page, as CD32 owners must have been feeling quite alone as of late (I know I have) so a pen-pals page should do the trick. This way we'll realise that there are many other owners out there and that the CD32 market isn't a minority.

Darren Rees (14)

We've been toying with idea of having a pen-pals page for quite a sometime, but unfortunately, we just don't think it would really work. There's just not enough interest and support for the idea to make it worthwhile. You see, we may get a couple of people writing in, but that's not nearly enough to fill one, or even two pages. So, until more people are in favour of the idea and are willing to write in, it just ain't gonna happen. However, if anyone writes us a letter, with their address and a little bit of info about themselves, we'll be more than happy to stick it in the regular letters page. Can't say much fairer than that!

I don't normally write to magazines but I'm feeling a bit bored so I thought I'd drop you a line. I have a CD32 (obvious really) and have been reading the magazine since issue six as it is the only dedicated CD32 magazine there is. Though I do think it's a bit expensive. The demo CD used to be really good but now there just aren't the demos out there. Why not drop the CD and reduce the price to something like £2.95. Afterall if and when the CD32 market picks up and the games start to flow again you can always re-introduce it, right? I don't want to sound like a moaner but £5.99 is a lot of money for a poor student like me, especially when the thing I'm paying all the extra cash for I could do without. So that's the whine out of the way. How about a conversation concerning whether?

Whether or not the CD32 will make a comeback that is. I think not. It now has a reputation similar to the Jaguar as far as software support is concerned and will find it very hard to lose that stigma. Even if Amiga Technologies manage to convince developers it's still a viable machine they still have to win over the public but personally I think people are going to be too tired of the whole thing to listen. I know this might all sound like I'm fed up with it myself but I'm not. I'm quite happy that I bought a CD32. I have a whole range of fine games which I'll still be playing in two or three years time. The fact is the machine never quite lived up to it's potential but it certainly hasn't been a disaster and I'm sure all these people moaning about the lack of new games haven't bought all the classics already out there. Well, that's my opinion anyway. Thanks for letting me share it with you.

Dale Martin, Salford

I understand what you're saying and to some extent I agree. It is too late for the CD32 to become a premier console but I don't think it's time for the death march yet. With developers like Gametek putting renewed faith into the format, SSF2T and the soon to be released Star Crusader there are definite signs of improvement.

I know that's probably what you expected me to say. I mean, I can't exactly go off hammering final nails into coffins if it's going to ultimately cost me my job, can I? A phrase about stones and glass houses springs to mind.

I'm not going to sit here and predict a massive rush of high-profile titles for Christmas. All I'm saying is it's getting better month by month, sort of!

write to us !

Send your brickbats, bouquets and any spare cash that you may want to push our way to :

**MAIL SECTION, AMIGA CD32 GAMER,
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A to Z

AMIGA CD32 GAMER has the most comprehensive list of all CD32 software anywhere. For the full, definitive reviews, check out our back issues so that when it comes to software history, your knowledge is as accurate and complete as ours.

❖ The Definitive Guide To All CD32 Software ❖

A B

AKIRA • Neo

Dire Manga tie-in. The graphics could've been lifted from a C64 and the gameplay – well, have a sick bag handy!

ACG Rated 60% (Issue 10)

ALFRED CHICKEN • Mindscape

Unoriginal and unspectacular, but it doesn't matter 'cos playability is top notch with big, varied levels testing platforming skills to the limit.

ACG Rated 78% (Issue 1)

ALIEN BREED • Team 17

An overhead-view blast-'em-up in the *Gauntlet* vein with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric.

ACG Rated 77% (Issue 1)

ALIEN BREED 2 • Team 17

Decent *Gauntlet*-style, *Aliens*-inspired blaster, but a smidge on the difficult side and may not appeal to all tastes. Comes free with *Tower Assault*.

ACG Rated 72% (Issue 7)

ARABIAN KNIGHTS • Buzz

The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles that should keep you guessing for quite a while. Fun.

ACG Rated 74% (Issue 1)

ARCADE POOL • Team 17

Sophisticated it's not, but for quick action entertainment this game is hard to beat, with some tough opposition.

ACG Rated 88% (Issue 2)

BANSHEE • Core Design

Great AGA graphics and a formidable challenge lift an unoriginal vertically-scrolling shooter into the major league. Seriously impressive action.

ACG Rated 88% (Issue 4)

BASE JUMPERS • Rasputin

Basically a platformer but with loads of classic arcade-style sub-games thrown in for good measure. Lacks sophistication though.

ACG Rated 79% (Issue 13)

BATTLE CHESS • Interplay

An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun intro to a great game.

ACG Rated 76% (Issue 1)

BATTLETOADS • Mindscape

Despite the varied and imaginative gametypes packed into the original NES game, the CD32 conversion fails due to an awful control system. A waste of time.

ACG Rated 22% (Issue 3)

BEAVERS • Unique

A simplistic and rather limited platformer, but cute graphics and some amusing touches make for reasonable addictiveness.

ACG Rated 75% (Issue 2)

BENEATH A STEEL SKY • Virgin

The best point 'n' click adventure on the CD32, and one of the best to grace any format. Escape from a futuristic metropolis and have enormous fun whilst doing so.

ACG Rated 90% (Issue 7)

BENEFACTOR • Psygnosis

Strange puzzler with tiny sprites and fine animation. A hybrid of *Lemmings* and *Impossible Mission*(!).

ACG Rated 85% (Issue 9)

BIG 6 • Codemasters

Compilation of simple, jolly adventures for the lovable egg hero Dizzy. For the young or young at heart!

ACG Rated 89% (Issue 9)

BRIAN THE LION • Psygnosis

An varied platformer thoughtfully upgraded for CD32. Playability isn't all it could be though.

ACG Rated 65% (Issue 5)

BRUTAL SPORTS FOOTBALL • Millennium

A side-scrolling SF sports game crossing American football with all-out war. Fun for a while, but ultimately unsatisfying due to confusing control system.

ACG Rated 55% (Issue 2)

BUBBA 'N' STIX • Core Design

Large, colourful sprites star in a cartoony platformer. Stix himself is a great little weapon with a host of functions, while gameplay as a whole is original and entertaining.

ACG Rated 89% (Issue 1)

BUBBLE AND SQUEAK • Audiogenic

Reasonable if dated platformer. Good variety in graphics between levels, but it's all a little too simplistic for comfort. Platform addicts only need apply.

ACG Rated 74% (Issue 6)

BUMP 'N' BURN • Grandslam

A straightforward race game lifted into pole position by masses of humour, power-ups and a great two-player mode.

ACG Rated 90% (Issue 4)

C D E

CANNON FODDER • Virgin

A shoot-'em-up with a difference, ie buck-etloads of originality, playability and blood-splattered black humour.

ACG Rated 90% (Issue 2)

CASE OF THE CAUTIOUS CONDOR

• Airwave Adventure

A "whodunnit" murder mystery where you have to save the universe. Well, not the entire universe, but one bit. Sounds like a certain board-game to me.

ACG Rated 80% (Issue 16)

CASTLES II • Interplay

Medieval war is reproduced in stunning detail in this strategy game. Sluggish speed will put off all but strategy fans.

ACG Rated 39% (Issue 1)

CHAMBERS OF SHAOLIN • Unique

Arguably the worst beat-'em-up in the history of mankind. This should not be bought under any circumstances, except as a cruel gift to an unwanted friend.

ACG Rated 6% (Issue 1)

CHAOS ENGINE • Renegade

Gauntlet for the 1890s is the theme of this steampunk-styled blast-'em-up with masses of mazes and monsters. Rather un-original, but furious action should keep you occupied.

ACG Rated 72% (Issue 2)

CHUCK ROCK • Core Design

Big sprites, but limited colours and simplistic gameplay make this dated. Not bad, but pointless when you could buy...

ACG Rated 57% (Issue 1)

CHUCK ROCK II : SON OF CHUCK

• Core Design

A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The *Son of Chuck* is a great new platform character.

ACG Rated 86% (Issue 2)

CLOCKWISER • Rasputin

Fun puzzle game as you attempt to match patterns on the screen. Level editor gives huge scope for longevity, but not everyone's cup of tea.

ACG Rated 81% (Issue 6)

DANGEROUS STREETS • Flair Software

Static, this looks like a big and brash *SFII* clone, but animation is dreadful and gameplay uninvolved.

ACG Rated 22% (Issue 1)

DEATH MASK • Alternative

Imagine *Gauntlet* viewed in first person perspective and with a new, futuristic theme. That, in a nutshell, is *Death Mask*. Looks good and plays the same way.

ACG Rated 88% (Issue 9)

DEEP CORE • Ice

Nice intro soundtrack and good in-game graphics can't disguise uninspired arcade-adventure gameplay.

ACG Rated 42% (Issue 1)

D/GENERATION • Mindscape

Crude graphics and minimal sound fail to disguise one of the most atmospheric and fun games on the CD32. An addictive mix of arcade action and brain-twisting puzzles.

ACG Rated 90% (Issue 1)

D-HERO • Gremlin Graphics

An unoriginal, but still very slick and playable *R-Type* clone. Five levels packed with furious blasting action.

ACG Rated 85% (Issue 2)

DARK SEED • Cyberdreams

A slow but intriguing adventure game with stunning graphics. HR Giger's otherworldly artwork provides the perfect atmosphere for a truly haunting experience.

ACG Rated 90% (Issue 4)

DENNIS • Ocean

Slick, 256-colour graphics, but the gameplay is as tired as the uninspired platforming format.

ACG Rated 37% (Issue 1)

DIGGERS • Millennium

A more sophisticated variation on the *Lemmings* arcade format. Sadly, while the soundtrack is brilliant, gameplay is frustrating due to complex control system.

ACG Rated 56% (Issue 1)

DONK • Supervision

Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.

ACG Rated 58% (Issue 2)

DRAGONSTONE • Core

Fine console-style RPG which takes a while to warm up, but once it gets going you'll be hooked.

ACG Rated 87% (Issue 10)

EMERALD MINES • Alamathera

Graphically this is painfully bad, but the classic eighties-style gameplay will please puzzle fans.

ACG Rated 85% (Issue 10)

EXILE • Audiogenic

A classic arcade adventure in CD32 form. It's big, it's challenging, it's unique. The only thing which stops it achieving gold status is the irksome control method.

ACG Rated 89% (Issue 15)

EXTRACTORS • Millennium

The follow up to *Diggers* takes the original's theme and irons out all the hitches and quirks. A polished and challenging platform puzzler.

ACG Rated 88% (Issue 11)

F

FEARS • Manyk

Doom meets the CD32, and while the PC market is fit to burst after every software house decided to release a clone of this great game, it has yet to filter across to many of the more popular formats. At last, CD32 owners can get a taste what they've been missing, and boy, is it ever good!

ACG Rated 94% (Issue 16)

F17 • Team 17

A nice-looking and playable racing game with plenty of speed and fun. Unfortunately there's no two-player mode though, and lacks depth compared to *Mansell*.

ACG Rated 73% (Issue 1)

FIELDS OF GLORY • Microprose

The 'Simulation Kings' venture into war-gaming. Unfortunately, this time they've missed the mark.

ACG Rated 69% (Issue 7)

FIRE & ICE • Renegade

Although a little unfair at times, magnificent music, innovative gameplay and impressive graphics make this one of the most attractive platformers on CD32.

ACG Rated 87% (Issue 2)

FIRE FORCE • Ice

A side-scrolling *Commando*-style game ruined by poor controls and sluggish responsiveness.

ACG Rated 34% (Issue 1)

FLINK • Psygnosis

Atmospheric arcade platform adventure with a few puzzles along for the ride, but nothing in the way of originality.

ACG Rated 82% (Issue 9)

FLY HARDER • Buzz

A fiddly and overly difficult CD32 version of *Thrust*. As ever, the control system is fun to mess around with, but there's far too few levels.

ACG Rated 52% (Issue 1)

FOOTBALL GLORY • Black Legend

A football game in the *Sensi* mould, graphics-wise. More humour, but sadly lacks playability.

ACG rated 85% (Issue 13)

FRONTIER: ELITE II • Gametek

A monumental game unrivalled in its galaxy-spanning scope. Controls are fiddly, but overall, an unmissable epic.

ACG Rated 95% (Issue 2)

FURY OF THE FURRIES • Mindscape

An interesting mix of platforming and *Lemmings*-type puzzles with masses of challenge, but not much in the way of graphics or sonics.

ACG Rated 75% (Issue 2)

GLOBAL EFFECT • Millennium

A slow, uninvolved eco sim, that follows the lifespan of a planet. Challenging and seriously dull.

ACG Rated 55% (N/A)

GLOOM • Black Magic

A *Doom* clone. Need we say more? Oh, alright then. It's smooth, packed with generous mounds of violence and you get an effing big gun. Top title.

ACG Rated 92% (Issue 15)

GUARDIAN • CDS Software

A truly innovative blaster for the CD32, with a dash of *Defender* and *StarWing* complimenting a visually stunning game. Play is unrelenting and monotonous — a perfect shoot-'em-up.

ACG Rated 92% (Issue 5)

GUNSHIP 2000**MicroProse**

A huge combat simulation recreating the experience of flying helicopters. You can also lead into battle a squadron of copters. Lots of action.

ACG Rated 92% (Issue 2)

H

HEIMDALL II • Core Design

A splendid adventure with masses of puzzles, fab graphics and varied worlds to explore. Gameplay is completely absorbing, though save points are few.

ACG Rated 90% (Issue 3)

IMPOSSIBLE MISSION 2049 • MicroProse

The classic 8bit original is included free and plays rather better than the new, updated version.

ACG Rated 40% (Issue 4)

INTERNATIONAL KARATE PLUS • System 3

A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.

ACG Rated 44% (Issue 1)

INTERNATIONAL SENSIBLE SOCCER**• Renegade**

Besides recreating the 1994 world cup tournament, this features some minor tweaks to gameplay, graphics and sound.

ACG Rated 92% (Issue 4)

JKL

JAMES POND III: OPERATION STARFISH**• Millennium**

A slick addition to the *Pond* legacy, with bigger sprites, more challenging puzzles and heaps of places to explore. Fast 'n' fun — one of the better CD32 platformers.

ACG Rated 78% (Issue 3)

JETSTRIKE • Rasputin

A game-player's delight, packed with challenge and attention to detail. A brilliant crossbreed of flight sim and shoot-'em-up action. Don't miss it!

ACG Rated 94% (Issue 4)

JOHN BARNES EUROPEAN FOOTBALL**• Buzz**

A dire side-scrolling football game which promises much but fails to deliver on the pitch with jerky scrolling, lousy controls and collision detection.

ACG Rated 32% (Issue 1)

JUNGLE STRIKE • Ocean

The sequel to *Desert Strike* isn't as polished as its predecessor, but offers more of the same addictive mayhem.

ACG Rated 90% (Issue 7)

KID CHAOS • Ocean

A blatant *Sonic* clone which copies just about everything except the playability.

ACG Rated 68% (Issue 5)

KINGPIN • Team 17

Surprisingly fun and playable ten-pin bowling simulation which plays better than you'd expect, especially with a few friends.

ACG Rated 80% (Issue 10)

LABYRINTH OF TIME • Electronic Arts

A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. The slow pace will put off many but it's certainly different.

ACG Rated 70% (Issue 1)

LAST NINJA 3 • System 3

Unchanged from its A500 origins, this is showing its age. Varied puzzles and a budget price make it worth a look though.

ACG Rated 68% (Issue 3)

LEGACY OF SORASIL • Gremlin

A convincing, truly atmospheric conversion of the *HeroQuest* role-playing game. Graphics and brilliant sonics make this impressive, while the easy control system and fast pace will get anyone addicted. Real RPG fans will find it rather lacking in depth though.

ACG Rated 84% (Issue 3)

LEMMINGS • Psygnosis

A truly excellent game, but this CDTV conversion lacks the original's two-player mode. A shame, as is the fact that it really needs a mouse to play seriously. An updated version would be more welcome.

ACG Rated 79% (Issue 2)

LIBERATION • Mindscape

A huge sci-fi adventure which would take several lifetimes to explore fully. An intriguing story, involving gameplay and texture-mapped graphics.

ACG Rated 92% (Issue 1)

LITIL DIVIL • Gremlin

Four years in the making, this CD-only title isn't state-of-the-art, but fifty-plus puzzle rooms add up to a big challenge with plenty of Warner Bros-style humour.

ACG Rated 90% (Issue 4)

LOTUS TRILOGY • Gremlin Graphics

A bumper compilation of three now rather dated racing games. Rough.

ACG Rated 60% (Issue 2)

LUNAR-C • Mindscape

A side-scrolling shoot-'em-up which rips off *Gradius*' power-up system, but none of its variety or playability. [Available in Doublepack with *Overkill*.]

ACG Rated 37% (Issue 1)

M

MARVINS MARVELOUS ADVENTURE

• 21st Century

Reasonable little platformer; platform fans will enjoy it, but it's not too sophisticated.

ACG Rated 72% (Issue 7)

MEAN ARENAS • Ice

Pac-Man may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable fun.

ACG Rated 61% (Issue 1)

MICROCOSM • Psygnosis

A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is repetitive and frustrating.

ACG Rated 60% (Issue 1)

MITRE SOCCER SUPERSTARS • Flair

Decent footy sim with plenty of options. If you want a side on view of the sport go for it, but it ain't no *Sensi*!

ACG Rated 82% (Issue 10)

MORPH • Millennium

An intriguing arcade puzzler where you morph between four different types of blob.

ACG Rated 84% (Issue 1)

MYTH • System 3

A System 3 classic, this still impresses with the imagination behind graphics and gameplay. Control system is awkward, but budget price compensates for age.

ACG Rated 71% (Issue 3)

NAUGHTY ONES • Interactivision

A truly annoying platformer, with a lame two-player option thrown in. Bland graphics and banal puzzles. Awkward control and progress across the levels is slow.

ACG Rated 65% (Issue 3)

NICK FALDO'S CHAMPIONSHIP

GOLF • Grandslam

Best golf available on CD32. Bar none.

Good graphics, masses of playability and although a touch slow, still huge fun.

ACG Rated 90% (Issue 1)

NIGEL MANSELL'S WORLD

CHAMPIONSHIP • Gremlin

A very playable racer with plenty of depth. No two-player mode though.

ACG Rated 74% (Issue 1)

O

OSCAR • Flair Software

Spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing.

ACG Rated 59% (Issue 1)

OUT TO LUNCH • Mindscape

Inspired by arcade classic *Burgertime*, this fun platformer has lots of fast action old-style gameplay with plenty of power-ups and levels. Slick and entertaining.

ACG Rated 78% (Issue 4)

OVERKILL • Mindscape

A competent update of the classic *Defender* coin-op: fast, slick and playable. (In Doublepack with *Lunar-C*)

ACG Rated 67% (Issue 1)

PGA EURO TOUR • Ocean

A golf sim par excellence. This faithful recreation of the Mega Drive classic improves on the original. Not to be missed.

ACG Rated 93% (Issue 8)

PINBALL FANTASIES

• 21st Century Entertainment

Four playable and colourful tables provide masses of fun with great soundtracks. 1-8 player option is fun.

ACG Rated 87% (Issue 1)

PINBALL ILLUSIONS • 21st Century

The only pinball game on any system, it's as simple as that - this is among the cream of CD32 releases. If you've ever wanted to play pinball, buy this now.

ACG Rated 96% (Issue 8)

PINKY • Millenium

Cute platform antics as you try to save the dinosaurs from extinction. Disappointingly, it makes no real use of the CD32's hardware.

ACG Rated 84% (Issue 6)

PIRATES • MicroProse

Despite a slick intro and excellent presentation screens, this looks distinctly 8bit. Underlying gameplay is sophisticated though. Worth investigation.

ACG Rated 79% (Issue 1)

POWER DRIVE • US Gold

Isometric racer made frustrating and irritating by the dodgy control. A non-starter alongside *Super Skidmarks*, *ATR* and *Roadkill*.

ACG Rated 68% (Issue 14)

PREMIERE • Core Design

A varied and imaginative platformer flawed by awkward controls. Some of the puzzles are imaginative and it's worth a look if you can't get enough of them.

ACG Rated 65% (Issue 2)

PROJECT X • Team 17

A classic side-scrolling shoot-'em-up with masses of power-ups, fast-moving enemies and slick backdrops. Unoriginal, but as playable as it gets. (Available in Doublepack with *F17*.)

ACG Rated 89% (Issue 1)

Q

QWAK • Team 17

A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun! Great two-player mode. (Doublepack with *Alien Breed*.)

ACG Rated 84% (Issue 1)

RALLY CHAMPIONSHIPS • Flair

Excellent arcade racer which utilises an unusual viewpoint not seen before in this type of game.

ACG Rated 89% (Issue 10)

RISE OF THE ROBOTS • Mirage

Graphically incredible mechanized beat-'em-up with playability to match. This is the game to show off your CD32. A legend in its own infancy and a milestone of technical excellence.

ACG Rated 90% (Issue 6)

ROADKILL • Grandslam

Crazy, vicious and futuristic road-racing, this is the *LED-Storm* for the 90's. If you like the genre you can't go wrong.

ACG Rated 91% (Issue 7)

ROBOCOD • Millennium

A colourful and playable platformer, albeit perhaps a bit easy. Much like the *Zool* games, this isn't as brilliant as the hype would lead you to believe.

ACG Rated 80% (Issue 1)

RYDER CUP GOLF • Ocean

Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is entirely unconvincing. If golf is your thing though, it's definitely worth checking out.

ACG Rated 68% (Issue 2)

S

SABRE TEAM • Krisalis

The isometric graphics are realistically detailed, creating a great sense of atmosphere. Fans of the SAS will love the game's depth, but others will despair at the slow pace.

ACG Rated 78% (Issue 3)

SECOND SAMURAI • Psygnosis

No different to its A1200 predecessor, this boasts good graphics, some imaginatively varied puzzles and a neat two-player mode that extends its playability extensively.

ACG Rated 85% (Issue 3)

SEEK AND DESTROY • Mindscape

A simplistic and somewhat less than spectacular overhead shoot-'em-up game. Quite playable, though.

ACG Rated 62% (Issue 1)

SENSIBLE SOCCER • Renegade

Tiny sprites and a control system which is more suited for joystick than joypad are somewhat off-putting, but overall this is a sophisticated and very playable and enjoyable soccer simulation.

ACG Rated 91% (Issue 1)

SHADOWFIGHTERS

• Gremlin Interactive

The best beat-'em-up on the CD32, with loadsa special moves and characters. It'll give you a good punch on the bottom!

ACG Rated 91% (Issue 12)

SIMON THE SORCEROR

• Adventure Soft

With a fantastic soundtrack and voice-over, this great adventure has enough puzzles to make this a treasured buy.

ACG Rated 90% (Issue 4)

SKELETON KREW • Core

Good looking, console-style isometric shoot-'em-up. Tough gameplay makes it one for hard-nuts only.

ACG Rated 87% (Issue 9)

SLEEPWALKER • Ocean

A novel arcade puzzler where you use a dog to guide the hero. Fun, but tough and awkward control system. Strictly love it or hate it software - try before you buy.

ACG Rated 80% (Issue 1)

SOCCER KID • Krisalis

An average looking platformer is made exceptional by an imaginative control system - the eponymous kid is capable of some great stunts with his football.

ACG Rated 88% (Issue 5)

SPEEDBALL 2 • Renegade

Despite audio enhancement and graphics using the CD32's vast palette, this plays identically to the 16-bit version.

ACG Rated 90% (Issue 12)

STRIKER • Elite

A dated A500 footie sim. Terrible graphics, poor ball control and the game plays too quickly.

ACG Rated 43% (Issue 2)

SUB WAR 2050 • Microprose

Atypical Microprose fare. You'll need bags of patience to sit down and work it out, but doing so is rewarding. Sim nuts will go bananas, others should suck it and see.

ACG Rated 82% (Issue 8)

SUMMER OLYMPIX • Flair

Games such as kayaking, boxing and archery ruined by lacklustre programming. Too bad to think about.

ACG Rated 37% (Issue 2)

SUPERFROG • Team 17

While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge and a lot of platforms to leap. Cute hero.

ACG Rated 85% (Issue 2)

SUPER LEAGUE MANAGER**• Audiogenic**

The best, and the only, footy management game on CD32. Simple and attractive interface promotes ease of use, plus neat match sequence to boot.

ACG Rated 90% (Issue 11)

SUPERLOOPZ • Audiogenic

Remember *Pipemania*? An addictive puzzler - easy to get into, and an excellent two-player mode.

ACG Rated 82% (Issue 11)

SUPER METHANE BROTHERS**• Apache Software**

Great two-player action in this slick, noisy *Bubble Bobble* variant, but lack of variety and passwords means this can pall in one-player mode.

ACG Rated 83% (Issue 3)

SUPER PUTTY • System 3

An entertaining and original platformer, and one of the better early CD32 releases.

ACG Rated 70% (N/A)

SUPER SKIDMARKS 2 • Acid

Rip-roaring racera with splendid 3D sprites and tough as a rugby team. Girly wuss-bags need not apply!

ACG Rated 92% (Issue 11)

SUPER STARDUST • Team 17

Okay, it's basically *Asteroids*, but the gameplay is tight, powered-up and highly addictive with superlative graphics, especially in the amazing tunnel sections.

ACG Rated 90% (Issue 5)

SYNDICATE • Mindscape

Top quality marriage of the strategy of *Populous*, the action of *Cannon Fodder* and a whole lot of blood and gore of its own.

ACG Rated 93% (Issue 13)

THE CLUE • Neo

A fun graphic adventure with a nice original theme. Worth a look for those of a criminal persuasion.

ACG Rated 80% (Issue 10)

THE LOST VIKINGS • Interplay

One of the best games around, and a great mix of arcade action and tantalising puzzles. Great fun, even though unenhanced for CD32, and bound to keep you entertained for ages.

ACG Rated 90% (Issue 1)

THEME PARK • Mindscape

The one and only amusement park simulator. Take *Sim City*, add a few sprites, a dose of fun and you're

halfway there.

ACG Rated 94% (Issue 8)

THE SEVEN GATES OF JAMBALA

A dreadful platformer which looks like an 8bit game and plays even worse. Worth buying our back Issue 1 just to laugh.

ACG Rated 8% (Issue 1)

TOP GEAR 2 • Gremlin

The *Lotus* game engine is reused one more time. Faster & slicker than before, but the tracks are monotonous, car handling uninvolved and the music awful.

ACG Rated 75% (Issue 4)

TOTAL CARNAGE • Ice

A classic coin-op almost totally ruined by sluggish movement, poor collision detection and a lousy control system. Truly awful.

ACG Rated 45% (Issue 2)

TOWER ASSAULT • Team 17

The follow-up to *Alien Breed 2* is everything that game should have been - and more! The best example of its type to appear in a long time.

ACG Rated 91% (Issue 7)

TOWER OF SOULS • Black Legend

The compelling fusion of fantasy role-playing and action packed arcade combat makes *Tower of Souls* one of the most exciting releases to come out on the CD32 this year. Having already won over the Amiga press, it arrives amid high expectations on the CD32.

ACG Rated 84% (Issue 16)

TROLLS • Flair Software

A cutesy platformer with 14 different levels. Reasonable fun, but not up there with the best CD32 platformers, and strictly for young 'uns only.

ACG Rated 67% (Issue 1)

TURBO TRAX**Kompart**

Sssmokin top down race-'em-up taking loads of landscapes from arctic to desert. The super smooth scrolling is a delight to behold, but it's tough!

ACG Rated 90% (Issue 15)

UWZ

UFO — ENEMY UNKNOWN • Microprose

A good conversion let down by irksome controls. If you can ignore these, then it's a challenging treat.

ACG Rated 80% (Issue 6)

ULTIMATE BODY BLOWS • Team 17

A humongous beat-'em-up with 23 characters, numerous combat moves and incredible addictiveness, plus a great knockout bout.

ACG Rated 93% (Issue 2)

UNIVERSE • Core Design

A prosaic adventure lifted by an epic storyline, stylish graphics and classy music.

ACG Rated 88% (Issue 5)

VITAL LIGHT • Millenium

Odd hybrid of *Space Invaders* and *Tetris*, this is a high-level reaction test, but gameplay is repetitive.

ACG Rated 81% (Issue 6)

WEMBLEY INTERNATIONAL SOCCER**• Audiogenic**

Despite a wealth of play options and a choice of view options, this falls down on poor joypad responses.

ACG Rated 76% (Issue 3)

WHALE'S VOYAGE • Flair Software

A great intro track and lots of depth make this an intriguing RPG, but weak graphics diminish the game.

ACG Rated 80% (Issue 1)

WHIZZ • Flair

Surreal isometric platform adventure with some slick visuals. Anyone remember *Head over Heels*?

ACG Rated 92% (Issue 10)

WILD CUP SOCCER • Millennium

Sure, it looks gorgeous, but this ultraviolet sports sim has minimal gameplay.

ACG Rated 65% (Issue 5)

WING COMMANDER • Electronic Arts

The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think. Getting on a bit though.

ACG Rated 86% (Issue 1)

XENON 2 • Bitmap

The Bitmap Brothers at their best. Classic blasting action that will have you reaching for the Deep Heat rub to calm your sore joypad hand. Superb graphics, stunning playability and a good music score to boot.

ACG Rated 88% (Issue 16)

ZOOL • Gremlin

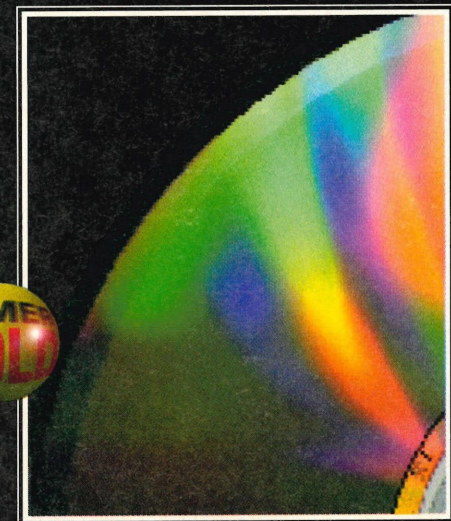
Masses of onscreen colour, a great intro and impressive soundtracks. Shame the gameplay's so limited.

ACG Rated 60% (Issue 1)

ZOOL 2 • Gremlin Graphics

Slick presentation, good CD tracks and impressive graphics, but gameplay lacks zest.

ACG Rated 70% (Issue 2)



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